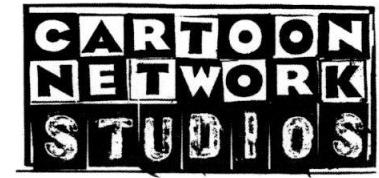




Date 12/06/13

- Board Team Final
- Network Approval Board
- Record Board
- Animatic Scan Board
- Conformed Board
- Design Board 12/06/13
- Final Board

“Sad Face”
1025-162
Final Board



Adventure Time Created by
Pendleton Ward

Supervising Director
Adam Muto

Storyboard by
Graham Falk

1025/162

DEC 13 2013

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1025/162

ADVENTURE TIME



Cut

Page 1

Sc. 1

Pnl. A

Bg.

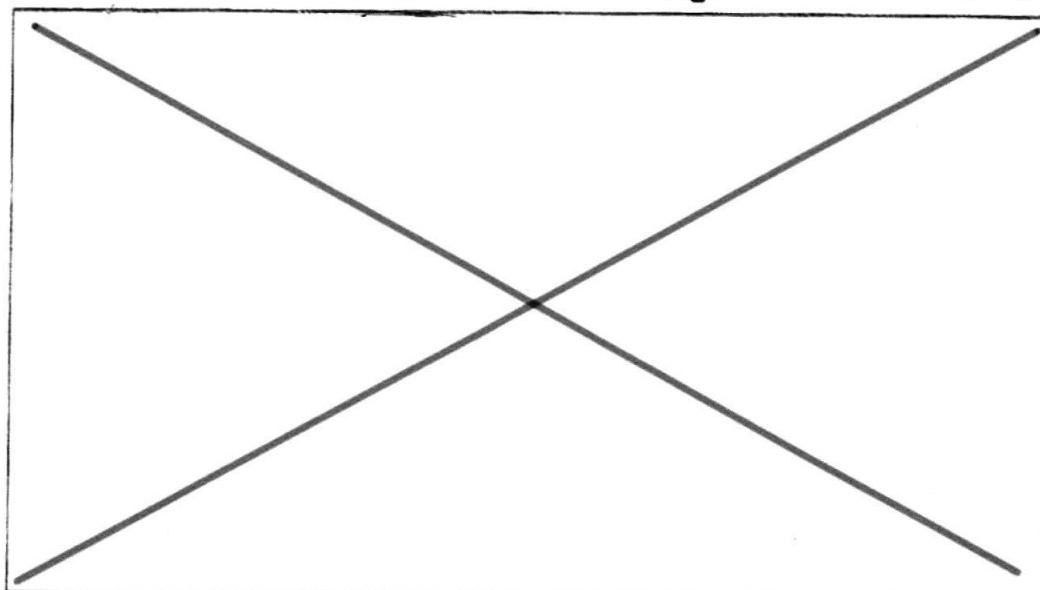
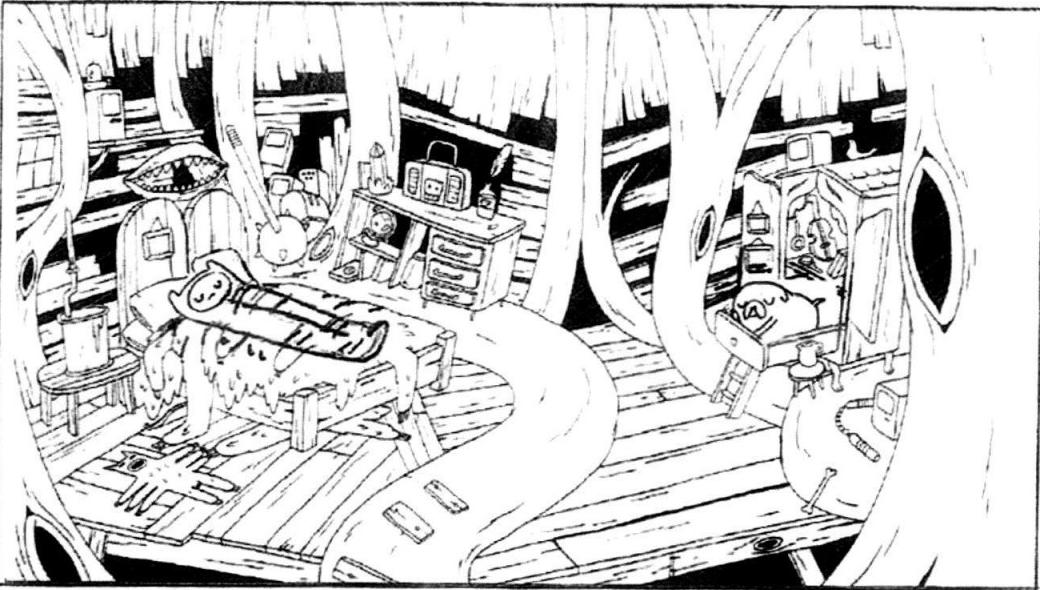
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: - WIDE SHOT OF BEDROOM.
- FINN AND JAKE ARE ASLEEP.

Timing:

DEC 13 2013

Production :

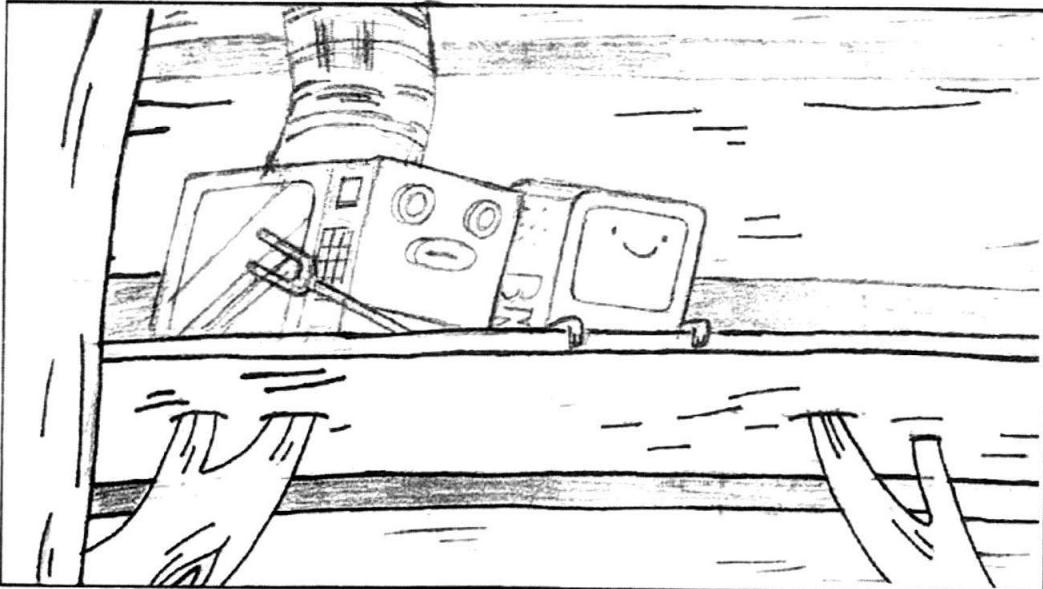
ADVENTURE TIME

Cut
Sc. 2

Pnl. A

Bg.

day night



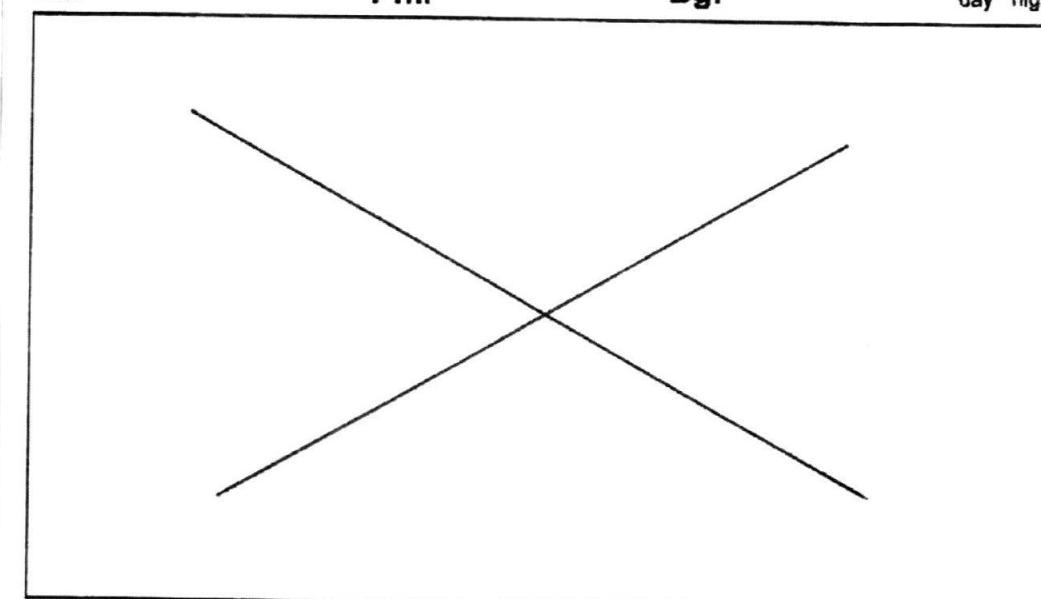
Cut
Sc.

Pnl.

Bg.

day night

Page 2



EPISODE #

1025 / 162

Action: NEPTR AND BMO TURN, STILL VERY WATCHFUL.

DEC 13 2013

Timing:

Production :

1025 / 162

ADVENTURE TIME

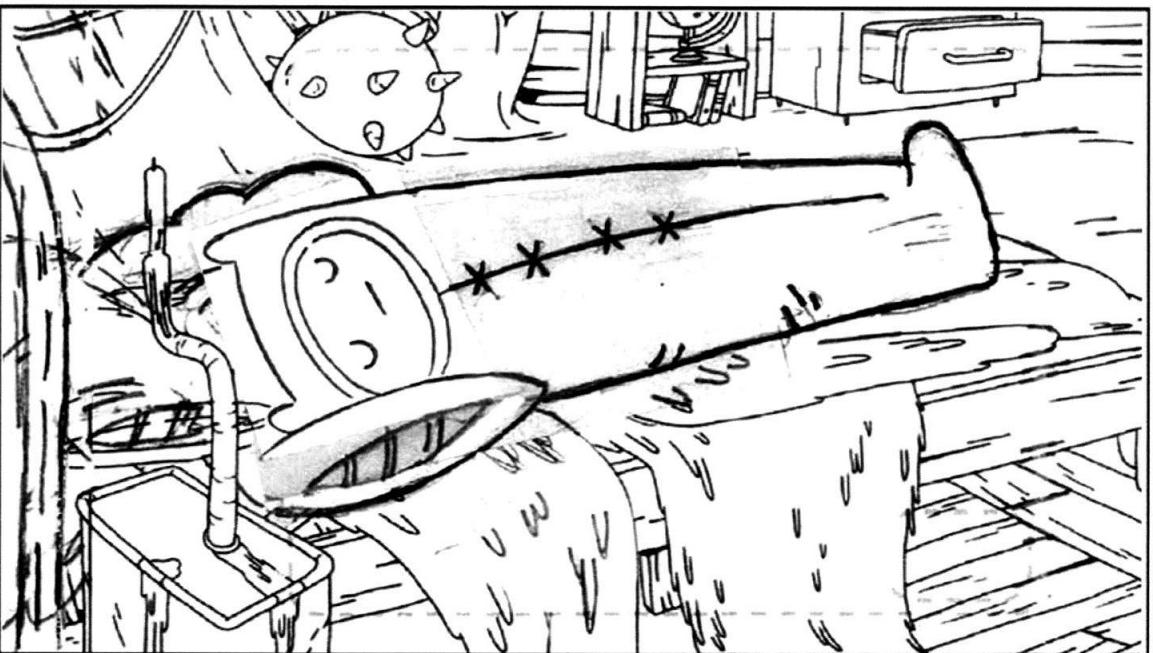
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Cut
Sc. 3

Pnl. A Bg.

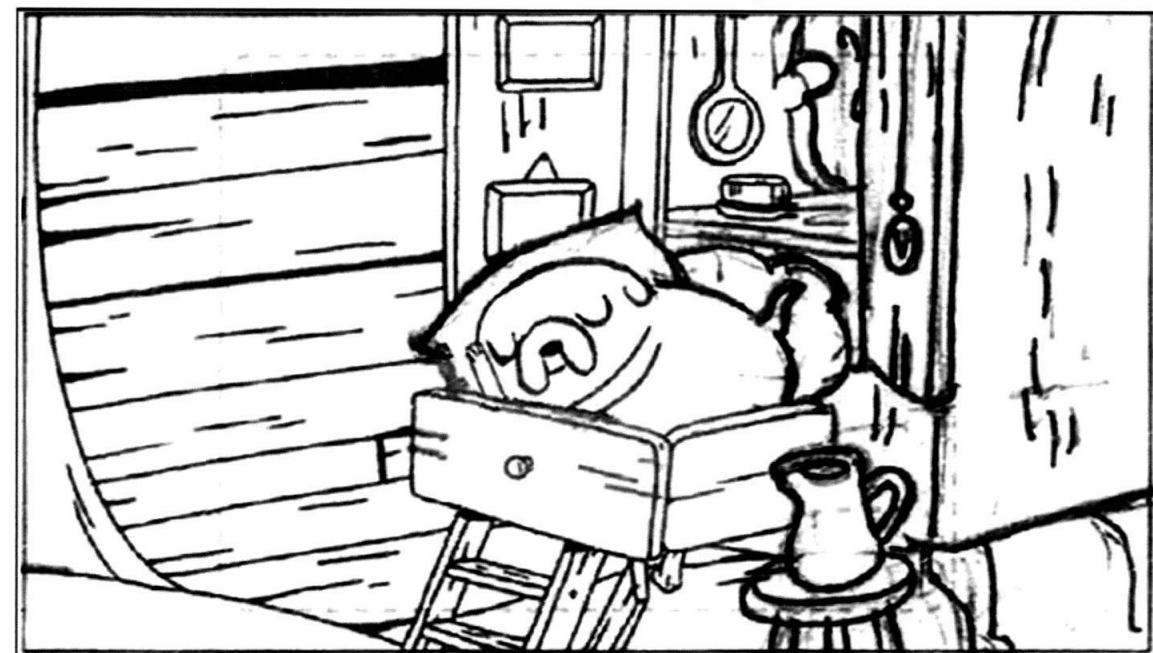


day night



Cut
Sc. 3A

Pnl. A Bg.



Page _____
3
Cut

Dialog:

Action:

Timing:

DEC 13 2013

Production :

EPISODE # 1025-164

1025/162

1025 162

1025/162

Cut

ADVENTURE TIME

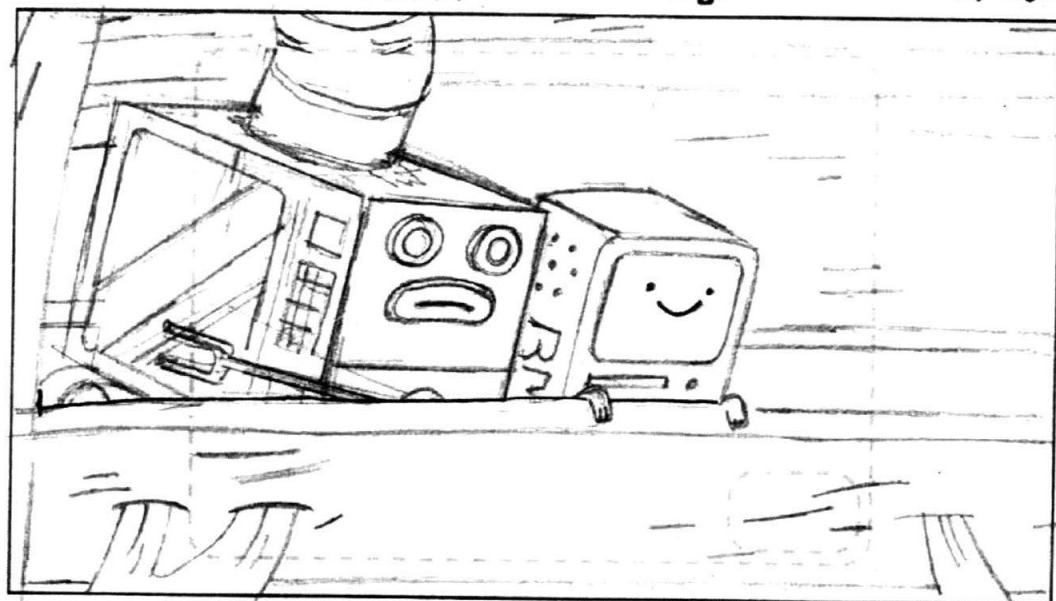
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Sc. 4

Pnl. A

Bg.

day night



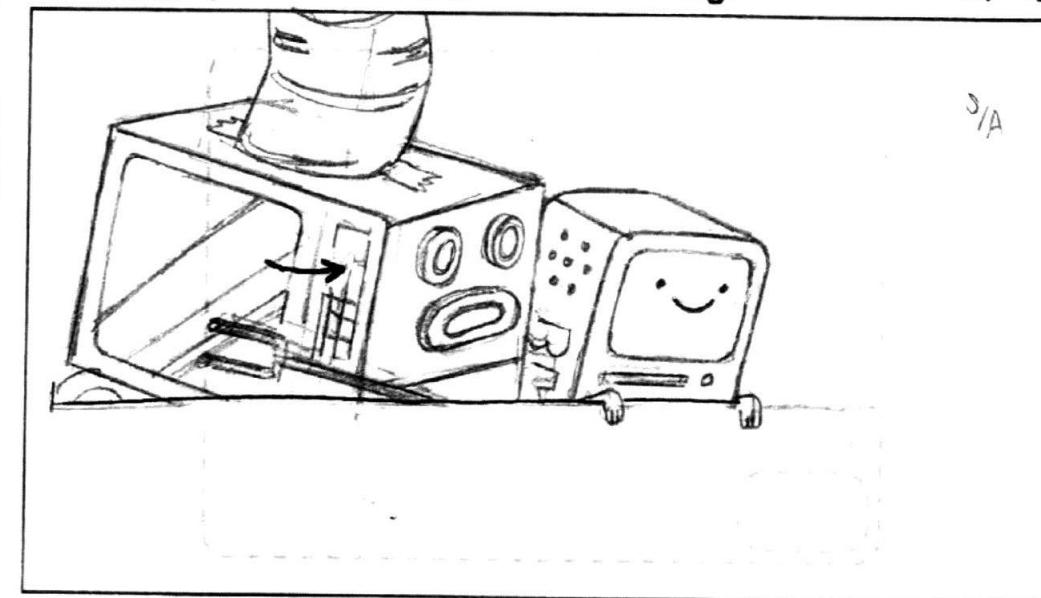
Sc. 4 cont

Pnl. B

Bg.

Page 4
day night

NO PG 5



Dialog:

NEPTR: BMO, WHEN IS SOMETHING GOING TO HAPPEN?

Action: NEPTR AND BMO, STILL WATCHFUL.

DEC 13 2013

Timing:

Production:

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ADVENTURE TIME



Page 6

Sc. 4 cont

Pnl.C

Bg.

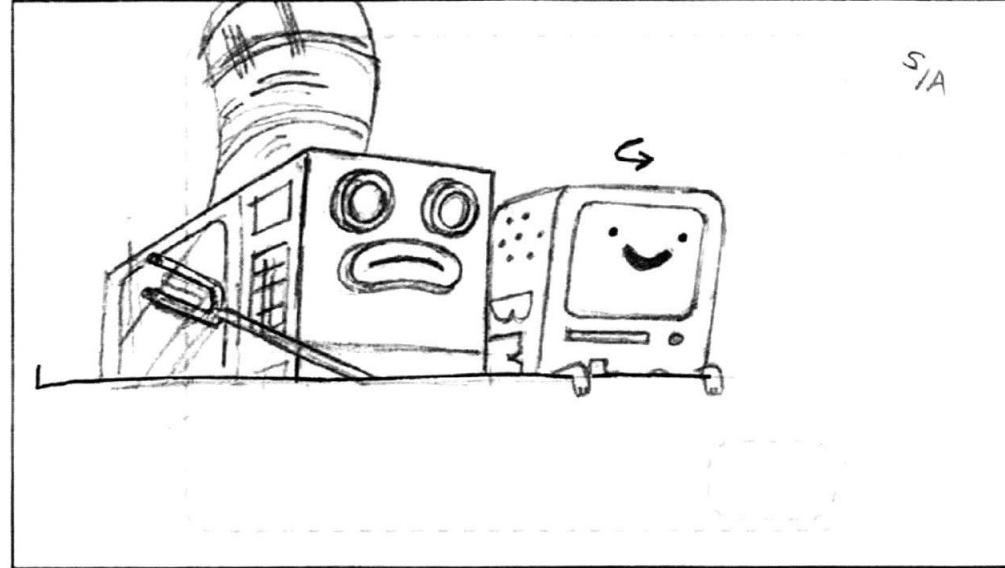
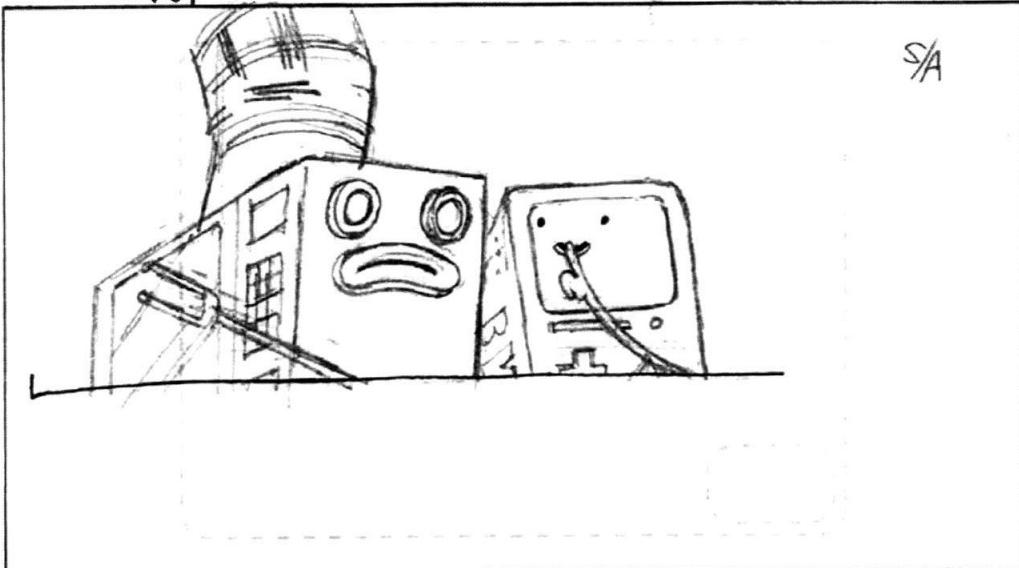
day night

Sc. 4 cont

Pnl.D

Bg.

day night



Dialog:
BMO: SHH.
 (WHISPERING.)

BMO: JUST WATCH. IT HAPPENS ONCE A MONTH,
 I PROMISE.
 (WHISPERING.)

Action:

DEC 13 2013

Timing:

Production :
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ADVENTURE TIME



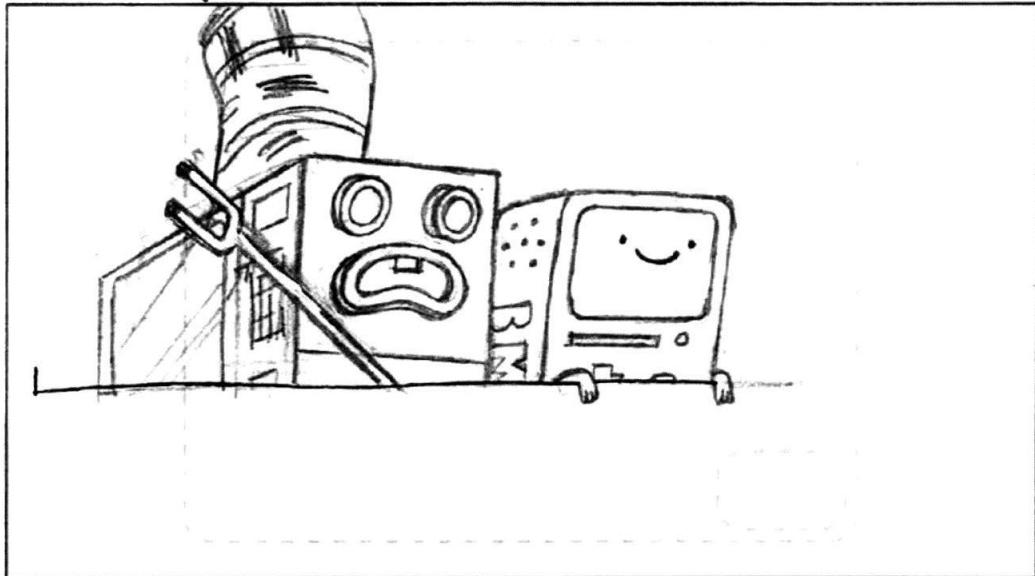
Page 7

Sc. 4 cont

Pnl.E

Bg.

day night



Sc. 5

Pnl. A

Bg.

day night



Dialog: NEPTR: BUT WHAT HAPPENS, BMO?

Action:

CLOSER ON JAKE, SLEEPING.

DEC 13 2013

Timing:

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Production :

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ADVENTURE TIME



Page 8

Sc. 5 cont

Pnl. B

Bg.

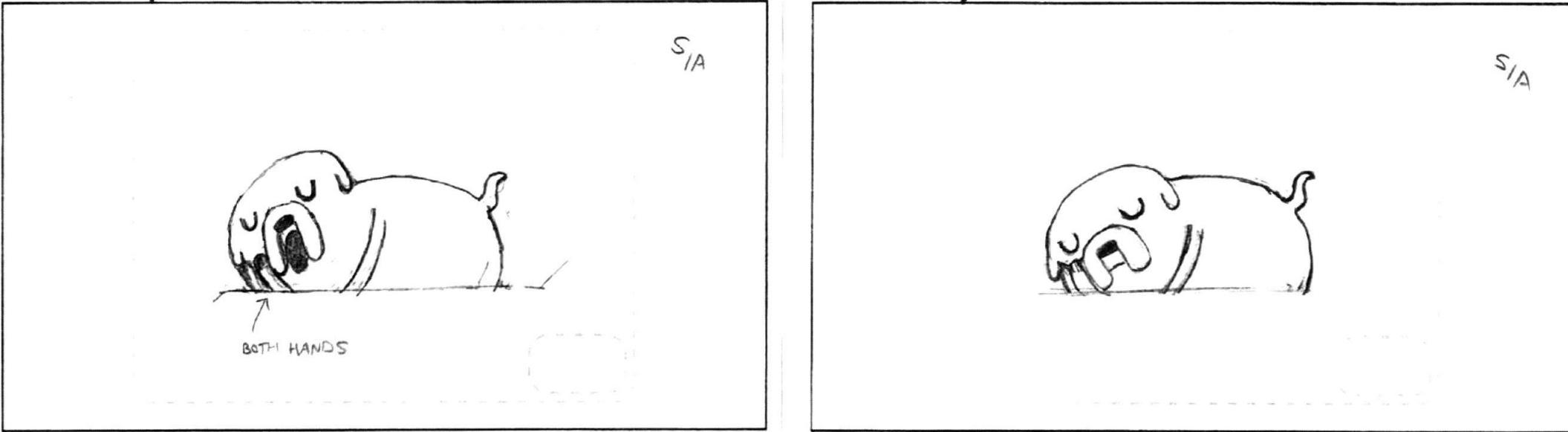
day night

Sc. 5 cont

Pnl. C

Bg.

day night



Dialog:

JAKE : SHNUP!

Action:

JAKE DOES A KIND OF SNORE-YAWN.

RECOVER.

DEC 13 2013

Timing:

Production :

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1025 / 162

ADVENTURE TIME



Cut

Page 9

Sc. 5 cont

Pnl. D

Bg.

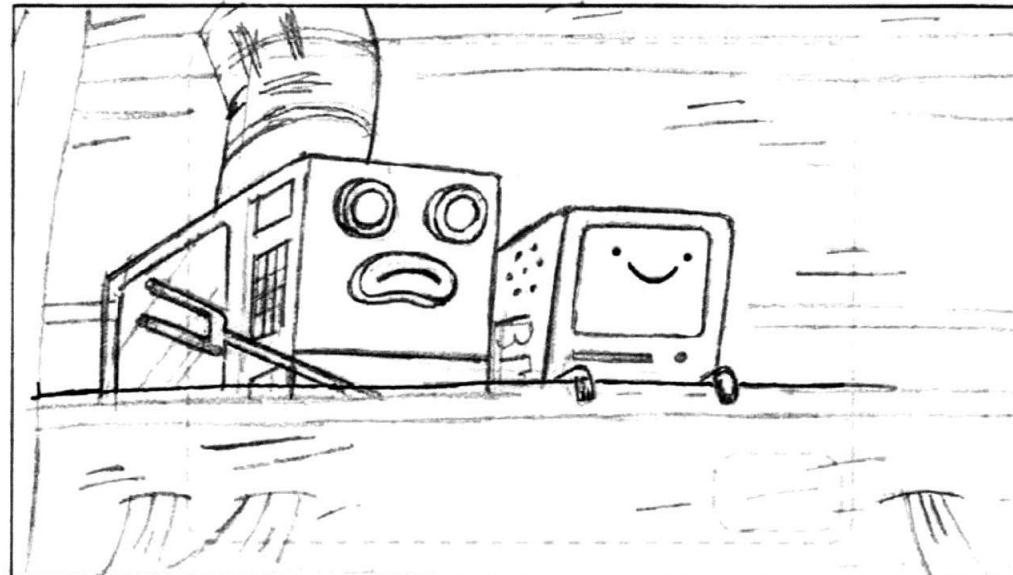
day night

Sc. 6

Pnl. A

Bg.

day night



Dialog:

SFX: MAYBE A KIND OF PIZZICATO
SOUND EFFECT. TWINK!

Action:

JAKE'S TAIL TWITCHES.

ON NEPTR AND BMO AGAIN.

Timing:



DEC 13 2013

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1025/162

1025/162

ADVENTURE TIME



Cut

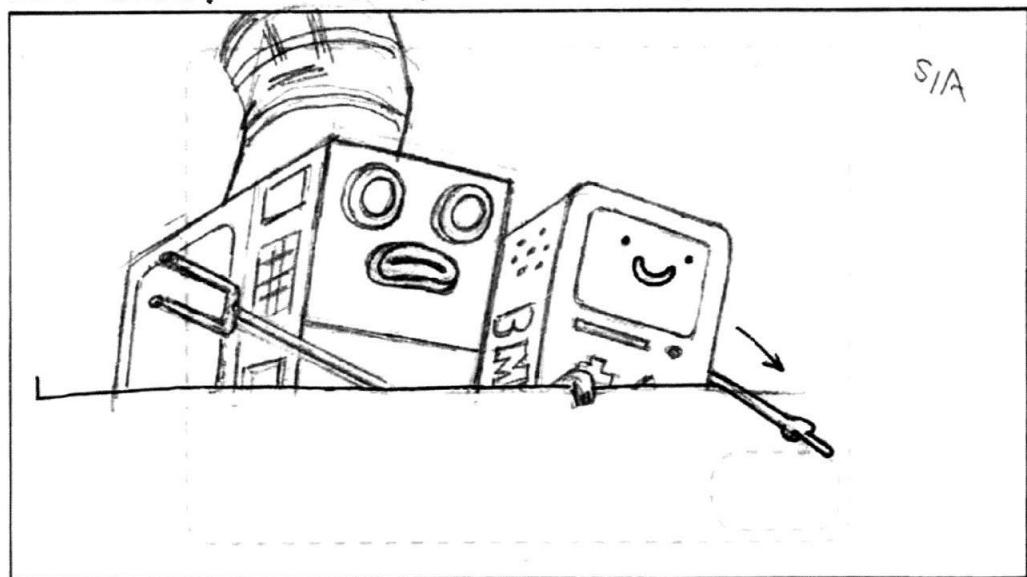
Page 10

Sc. 6 cont

Pnl. B

Bg.

day night



S/A

Sc. 7

Pnl. A

Bg.

day night



Dialog: BMO (WHISPERING): THIS IS IT!

Action:

ON JAKE SLEEPING.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

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ADVENTURE TIME



Page 11

Sc. 7 cont

Pnl. B

Bg.

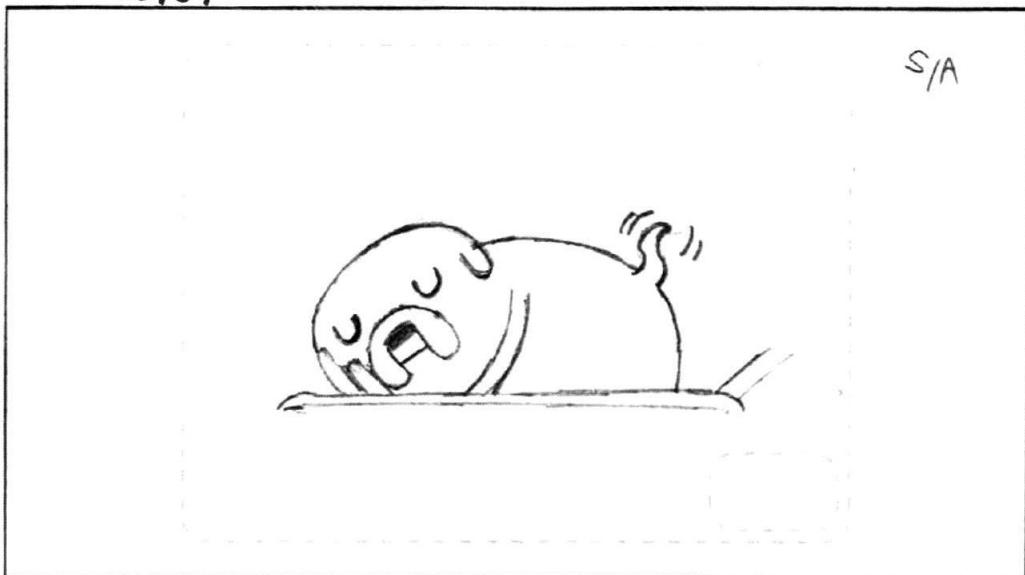
day night

Sc. 7 cont

Pnl. C

Bg.

day night



Dialog:	<u>SFX:</u> TWINK!
Action:	TAIL TWITCHES.
Timing:	PAUSE.

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Page 12

Sc. 7 cont

Pnl. D

Bg.

day night

Sc. 7 cont

Pnl. E

Bg.

day night



1025/162

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Dialog:

Action: - JAKE'S TAIL TAKES TWO 'STEPS'.
- JAKE CONTINUES SLEEPING.

- JAKE'S TAIL PAUSES AFTER THE TWO STEPS.
- (KIND OF LIKE 'THE SORCEROR'S APPRENTICE',
MAYBE.)

DEC 13 2013

Timing:



Production :

1025/162

1025/162

ADVENTURE TIME



Panel 13

Sc. 7 cont

Pnl. F

Bg.

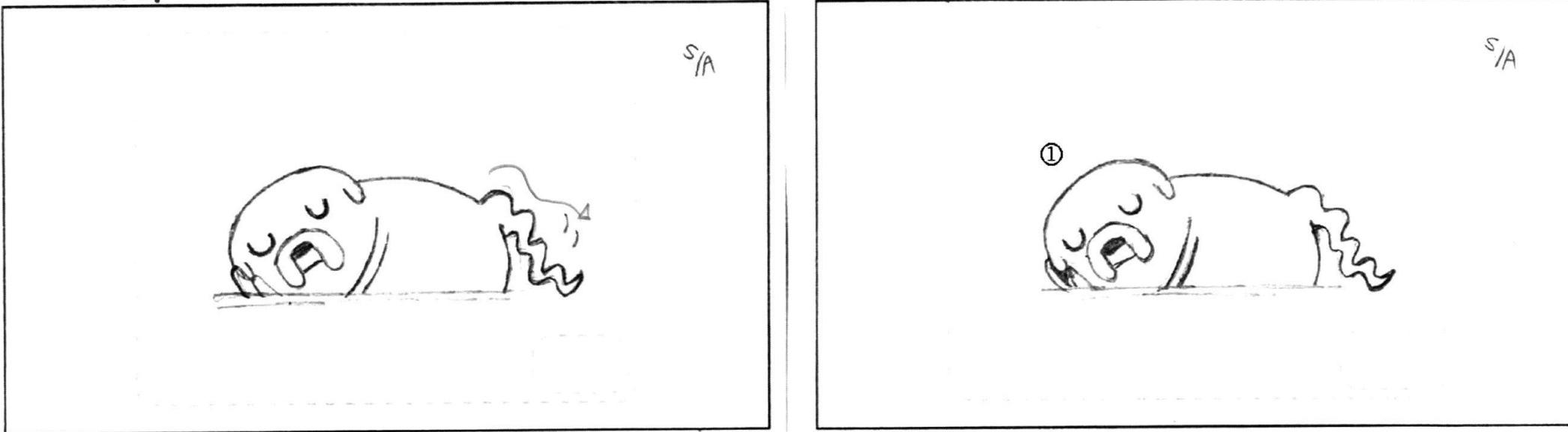
day night

Sc. 7 cont

Pnl. G

Bg.

day night



1025/162

Dialog:

2013

Action:

Production:

Timing:



1025/162

1025/162

1025/162

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ADVENTURE TIME



Cut

Page 14

Sc. 7 cont

Pnl. H

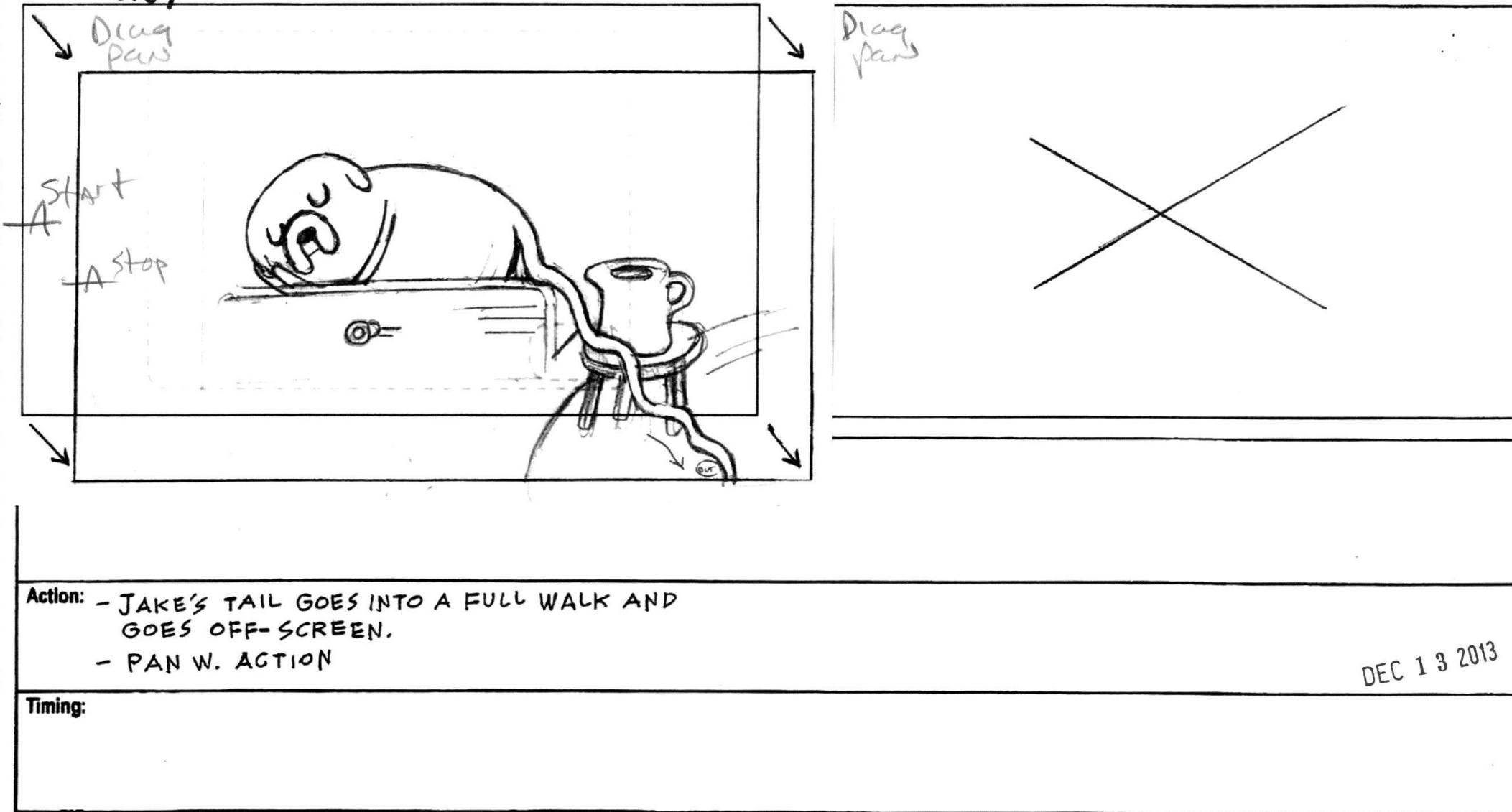
Bg.

day night

Pnl.

Bg.

day night



Production :
EPISODE #

1025/162

1025/162

Cut
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ADVENTURE TIME



Page 15
15A NEXT

Sc. 8

Pnl. A

Bg.

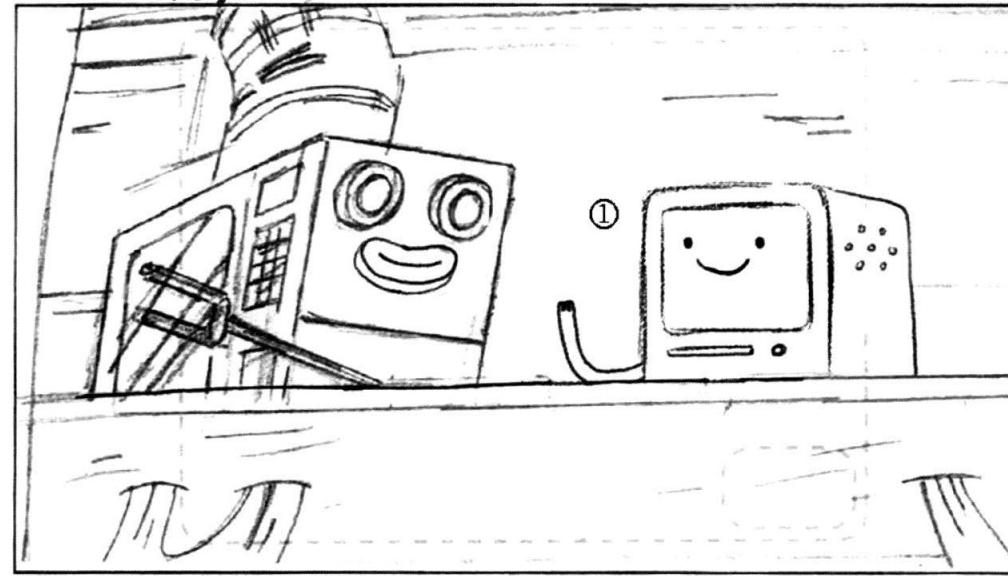
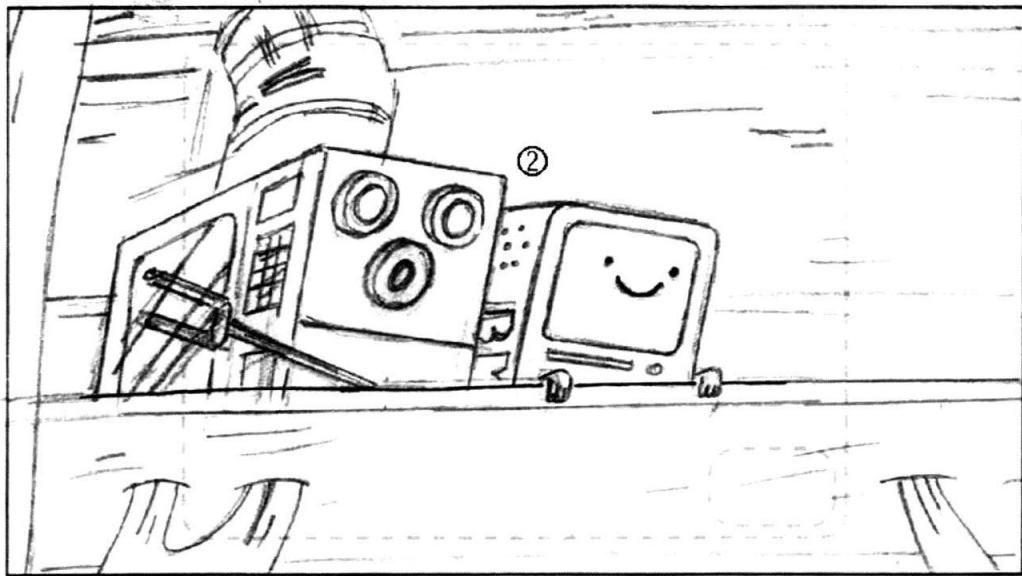
day night

Sc. 8 CONT

Pnl. B

Bg.

day night



EPISODE #

1025/162

Dialog:

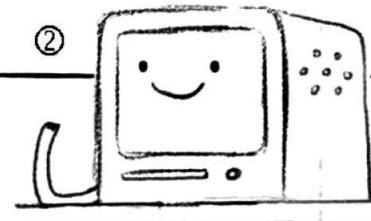
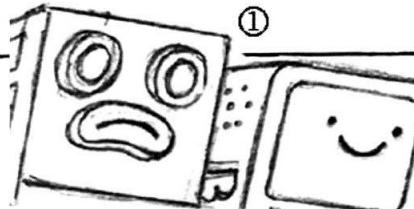
NEPTR: (IMRESSED) OOOH.

Action: ON NEPTR AND BMO.
NEPTR IS IMPRESSED, BMO IS HAPPY.

NEPTR AND BMO GO OFF-SCREEN TO FOLLOW
THE TAIL.

DEC 13 2013

Timing:



Production :

1025/162

ADVENTURE TIME



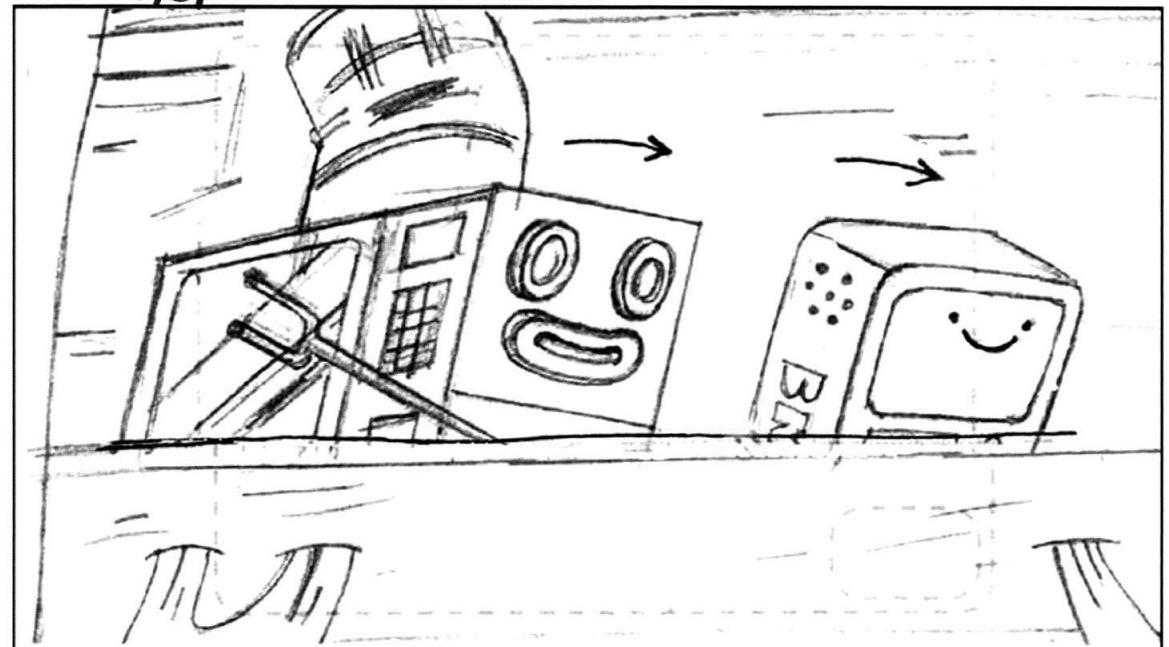
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Sc. 8 cont

Pnl.C

Bg.

day night



Sc. 8 cont

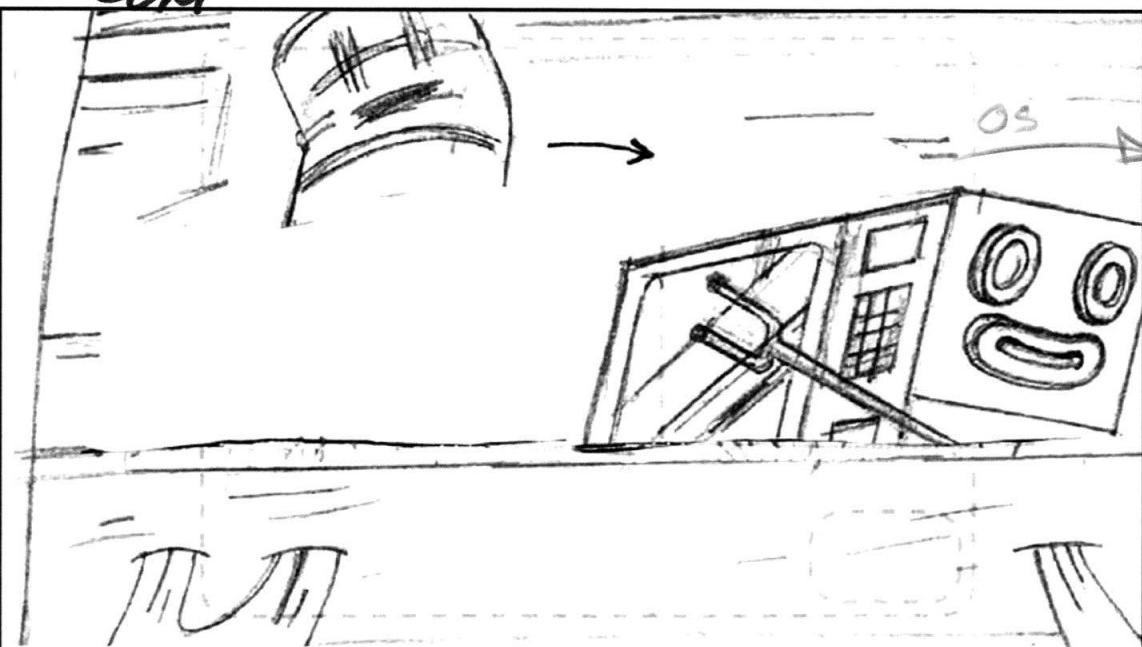
Pnl.D

Bg.

Page 15A

16 NEXT
day night

Cut



Dialog:

Action:

Timing:

DEC 13 2013

Production :

1025 162

1025 / 162

1025/162

CUT

ADVENTURE TIME



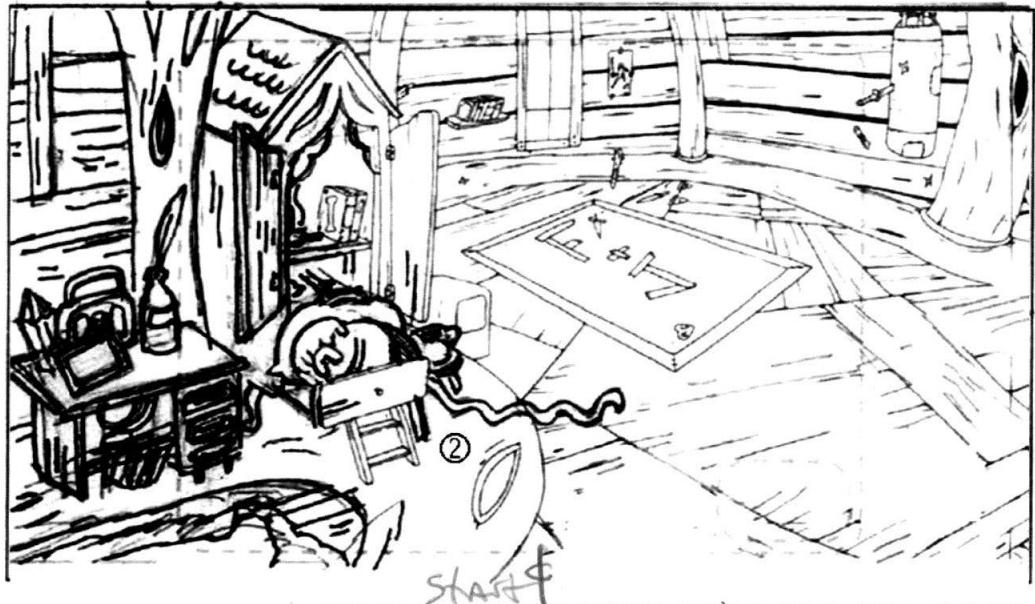
Page 16

Sc. 9

Pnl. A

Bg.

day night

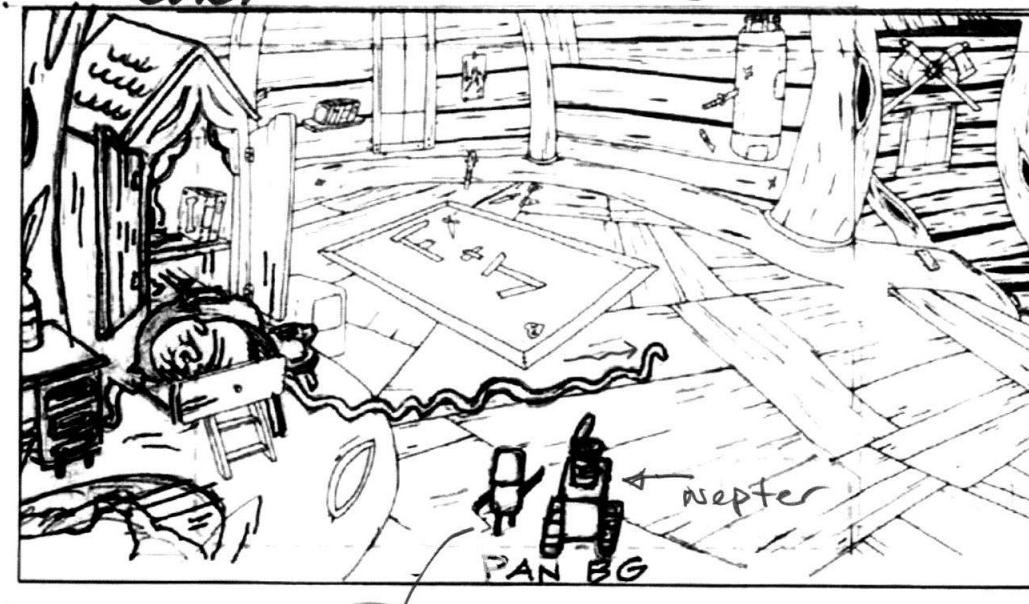


Sc. 9 cont

Pnl. B

Bg.

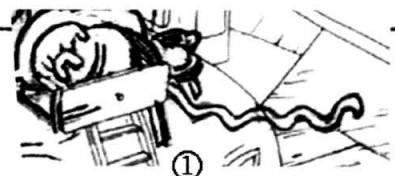
day night



Dialog:

- Action:
- JAKE'S TAIL CROSSES THE ROOM.
 - BMO AND NEPTR FOLLOW THE TAIL.
 - PAN W. ACTION.

Timing:



CAM ADJ.



DEC 13 2013

Production:

1025/162

1025/162

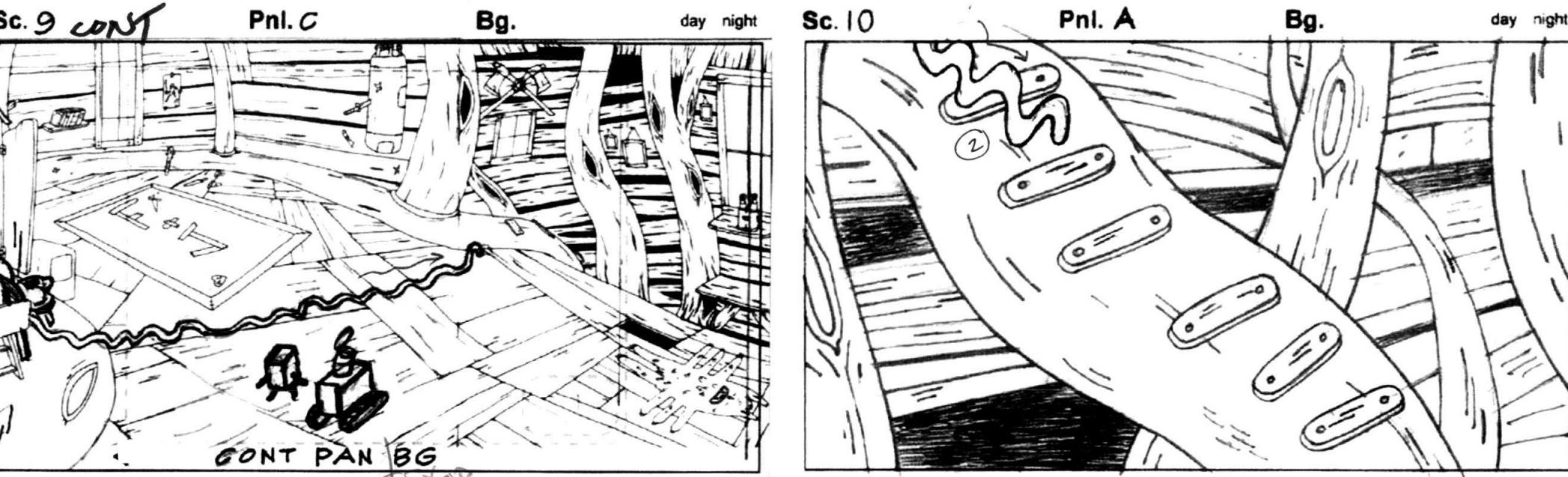
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ADVENTURE TIME



HU
Cut

Page 17



EPISODE #

1025/162

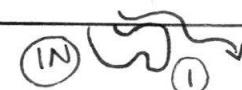
Dialog:

DEC 13 2013

Action:

JAKE'S TAIL WALKS DOWN A TREE LADDER,
JAUNTILY.

Timing:



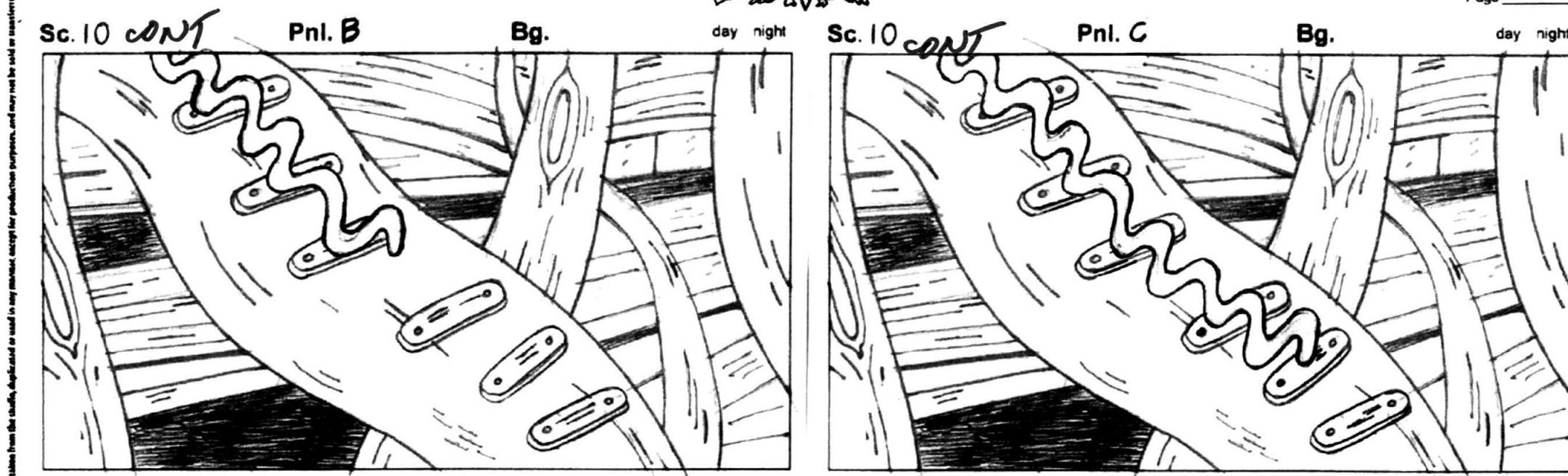
Production :

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ADVENTURE TIME



Page 18



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Dialog:	
Action:	DEC 13 2013
Timing:	

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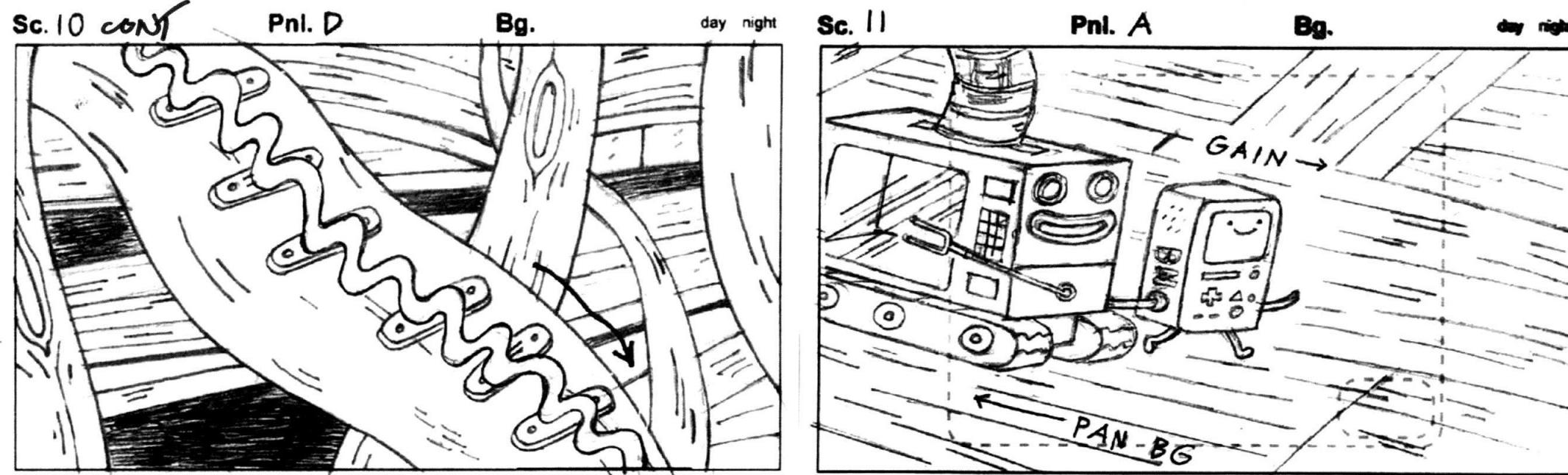
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ADVENTURE TIME



Cut

Page 19



Dialog:	(01)
Action:	NEPTR AND BMO PURSUE JAKE'S TAIL (BUT THEY KEEP A DISTANCE BEHIND IT.) DEC 13 2013
Timing:	

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Production:

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1025/162

1025/162

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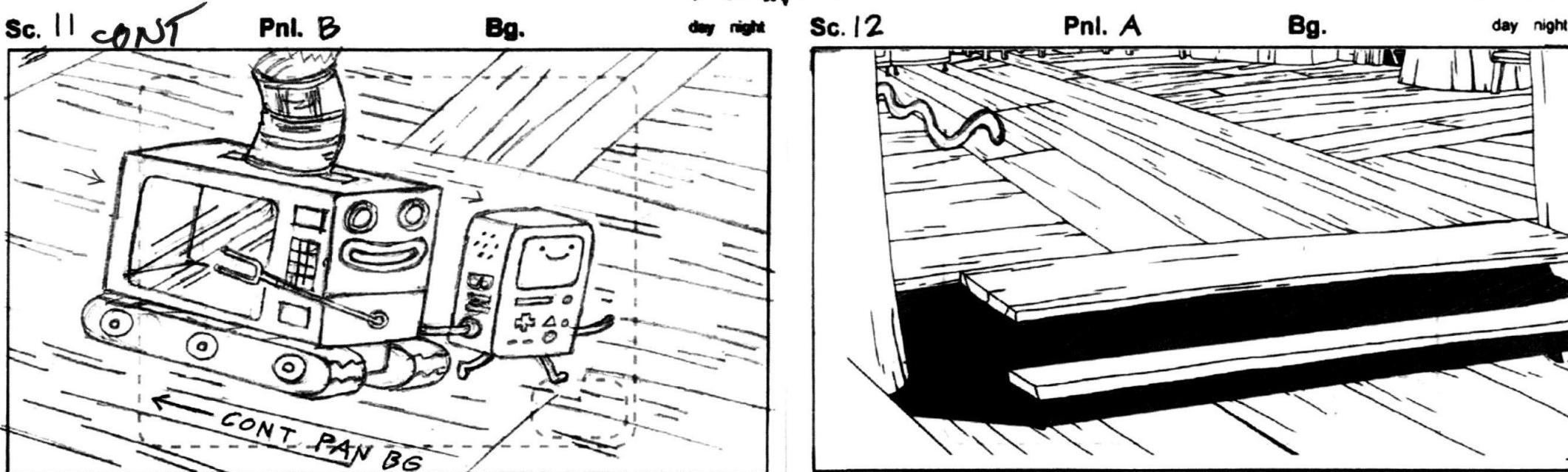
Cut

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EPISODE #

Production



Dialog:

Action:

JAKE'S TAIL WALKS DOWN SOME STEPS
INTO THE LIVING ROOM. (JAUNTY, NOT SLOW.)

DEC 13 2013

Timing:

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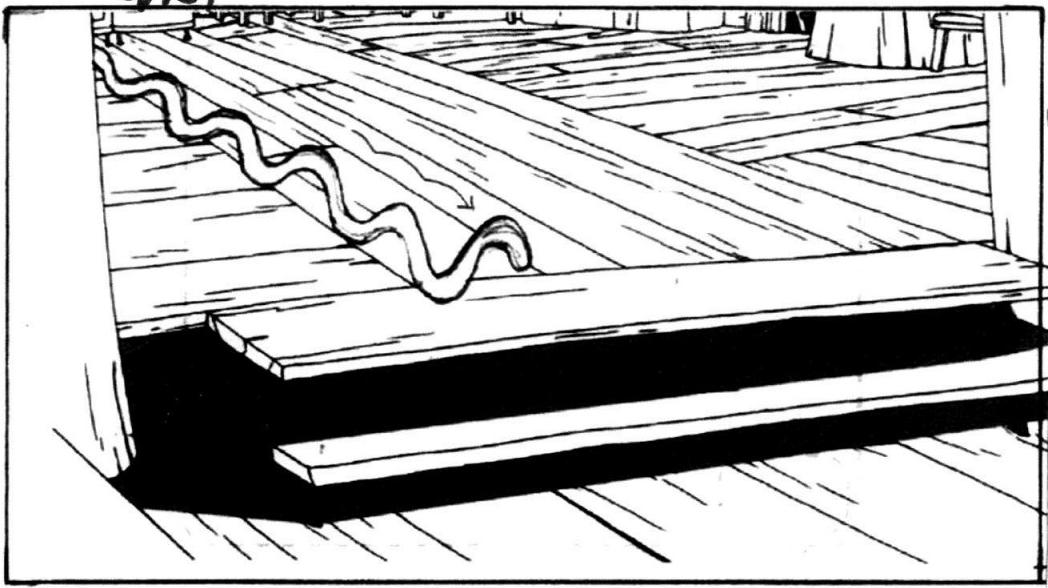
Page 21

Sc. 12 cont

Pnl. B

Bg.

day night

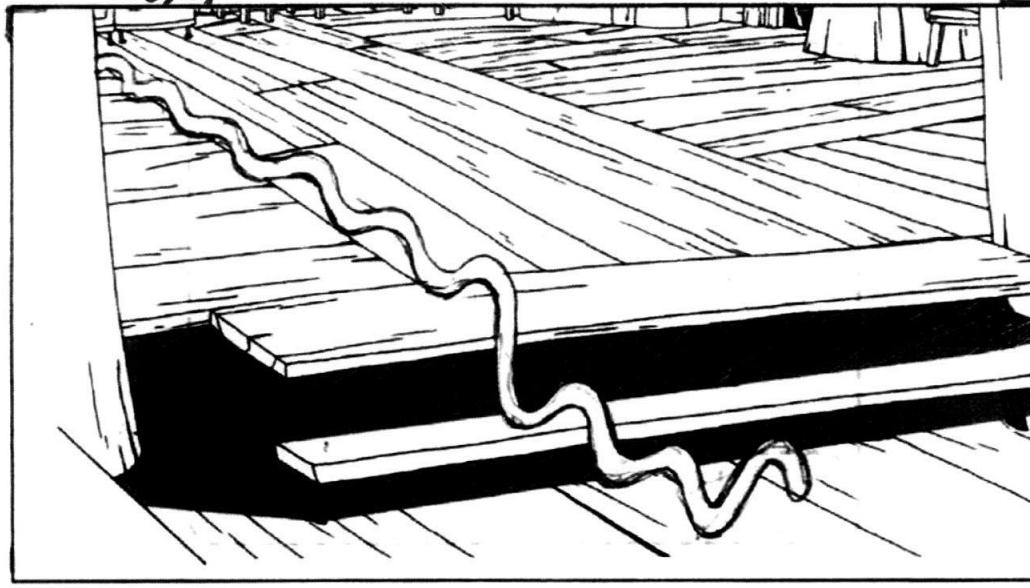


Sc. 12 cont

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production :

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ADVENTURE TIME



Curt

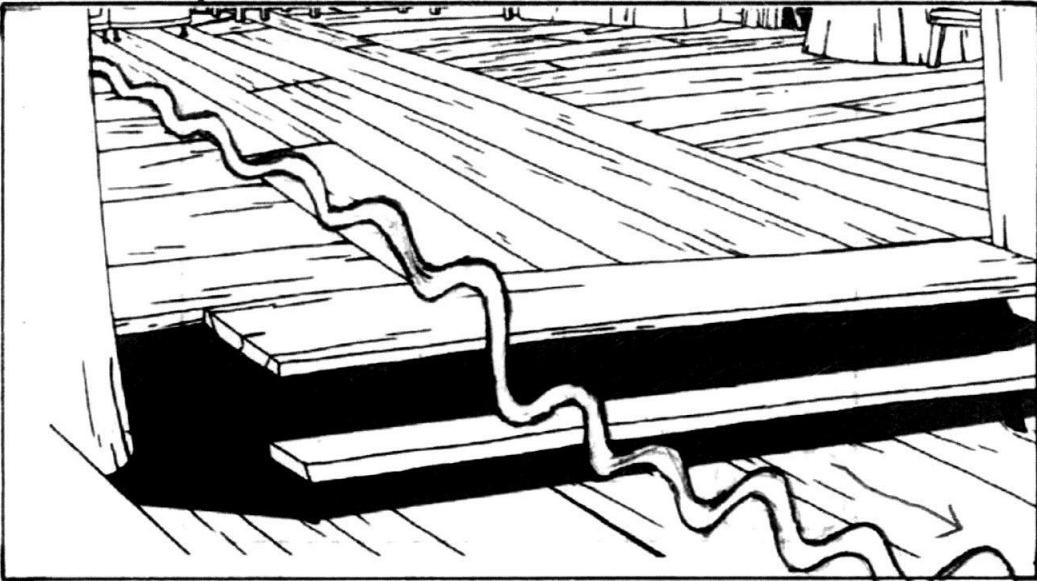
Page 22

Sc. 12 cont

Pnl. D

Bg.

day night

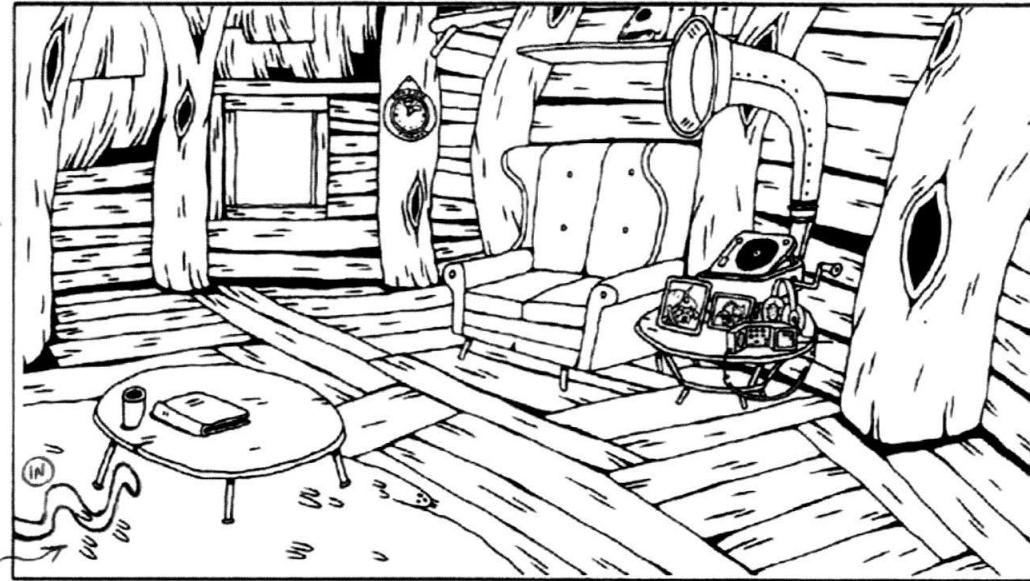


Sc. 13

Pnl. A

Bg.

day night



EPISODE #

Dialog:

Action:

JAKE'S TAIL WALKS OVER TO A
COMFY CHAIR.

DEC 13 2013

Timing:

Production :

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ADVENTURE TIME



Page 23

Sc. 13 cont

Pnl. B

Bg.

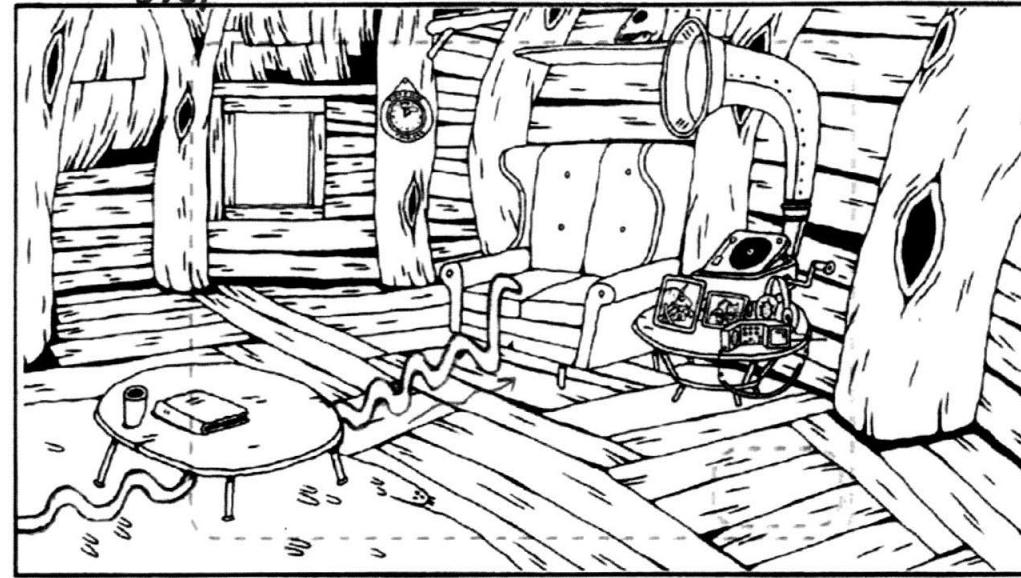
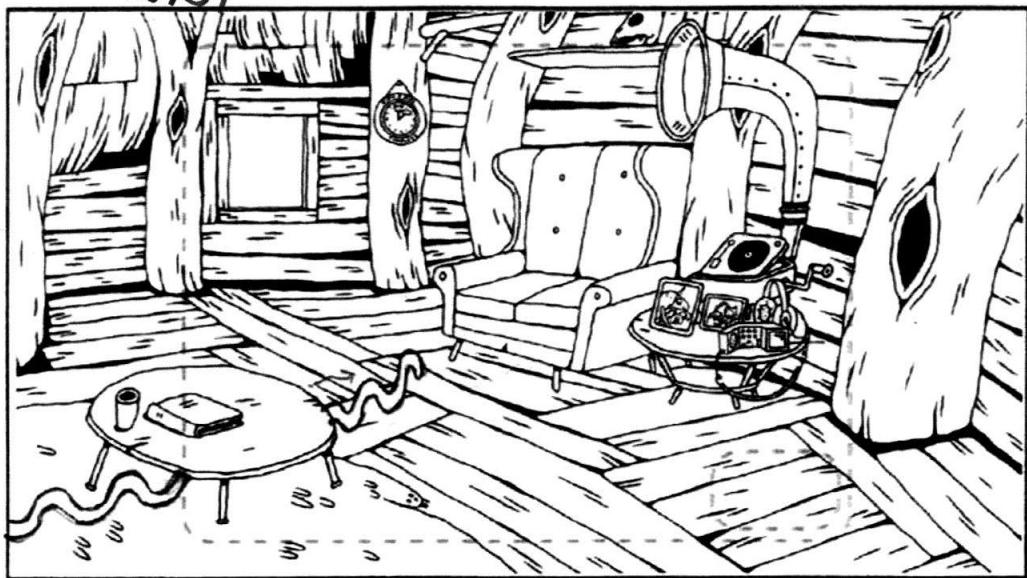
day night

Sc. 13 cont

Pnl. C

Bg.

day night



Dialog: SFX: BUMP BUMP BUMP
(HEAD HITTING COFFEE TABLE AS HE
WALKS UNDER IT.)

Action:

DEC 13 2012

Timing:

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Production :

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ADVENTURE TIME



HU Cut

Sc. 13 cont

Pnl. D

Bg.

day night

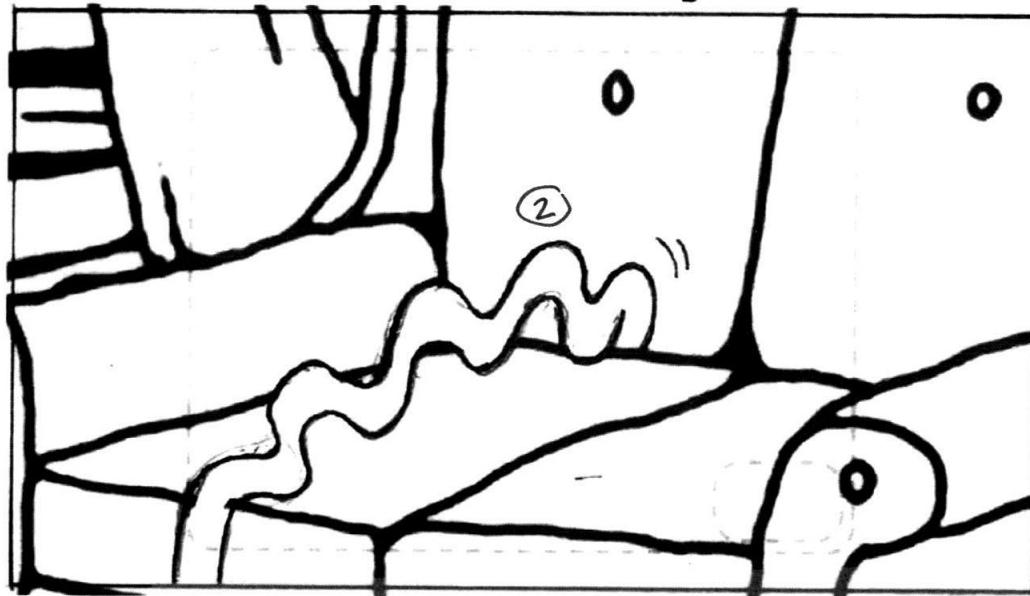
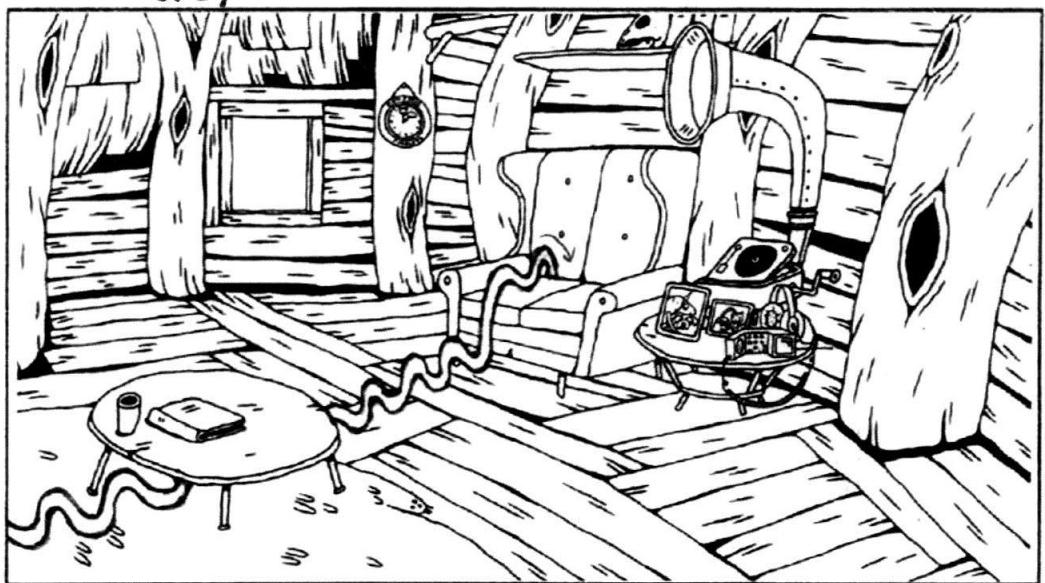
Sc. 15

Pnl. A

Bg.

day night

No Sc. 14 Page 24



EPISODE #

1025/162

Dialog:

Action: JAKE'S TAIL DIGS INTO THE COMFY CHAIR.

MATCH ACTION → ← MATCH ACTION

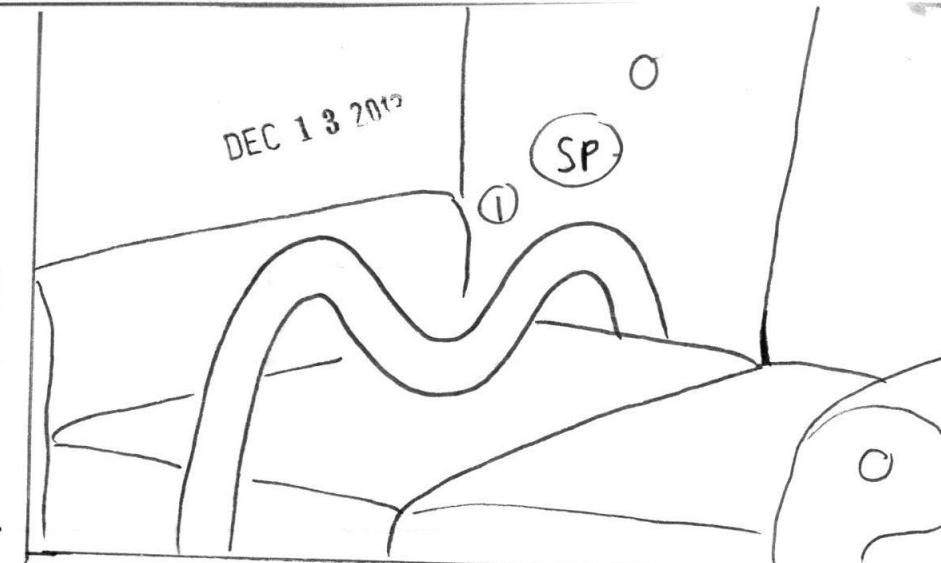
-CLOSE ON JAKE'S TAIL DIGGING INTO THE COMFY CHAIR

Timing:

DEC 13 2012

SP

1025/162



1025/162

1025 / 162

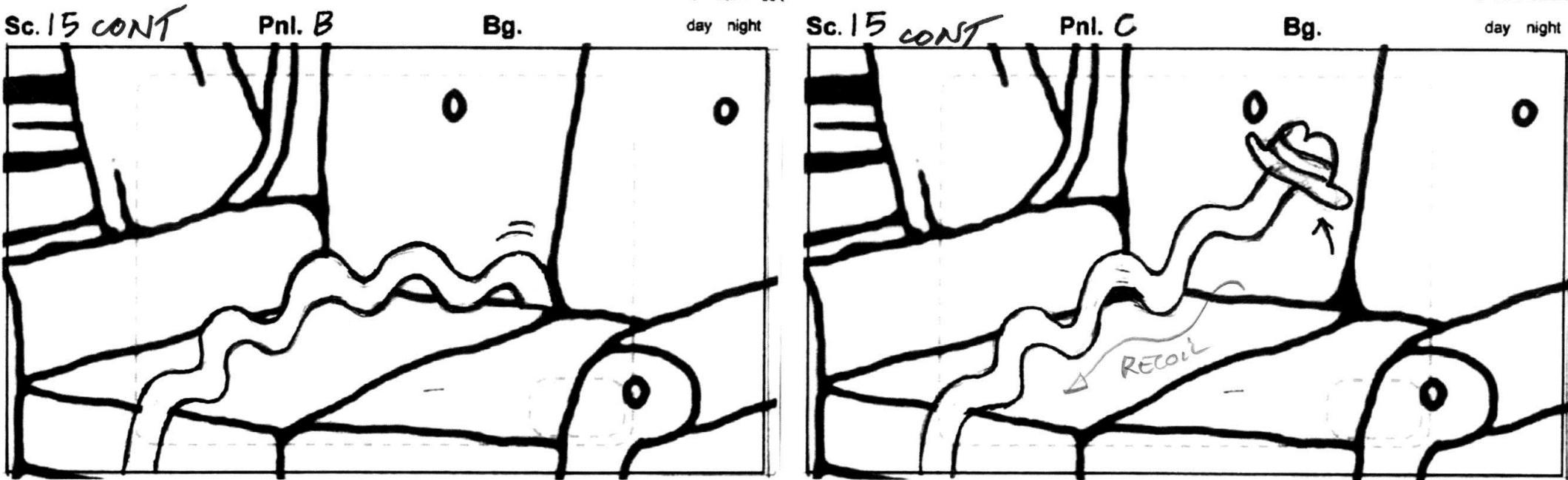
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ADVENTURE TIME



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EPISODE #



Dialog:

Action:

Timing:

JAKE'S TAIL RETRIEVES A SLOUCH HAT
FROM THE CUSHIONS.

DEC 13 2013

Production :

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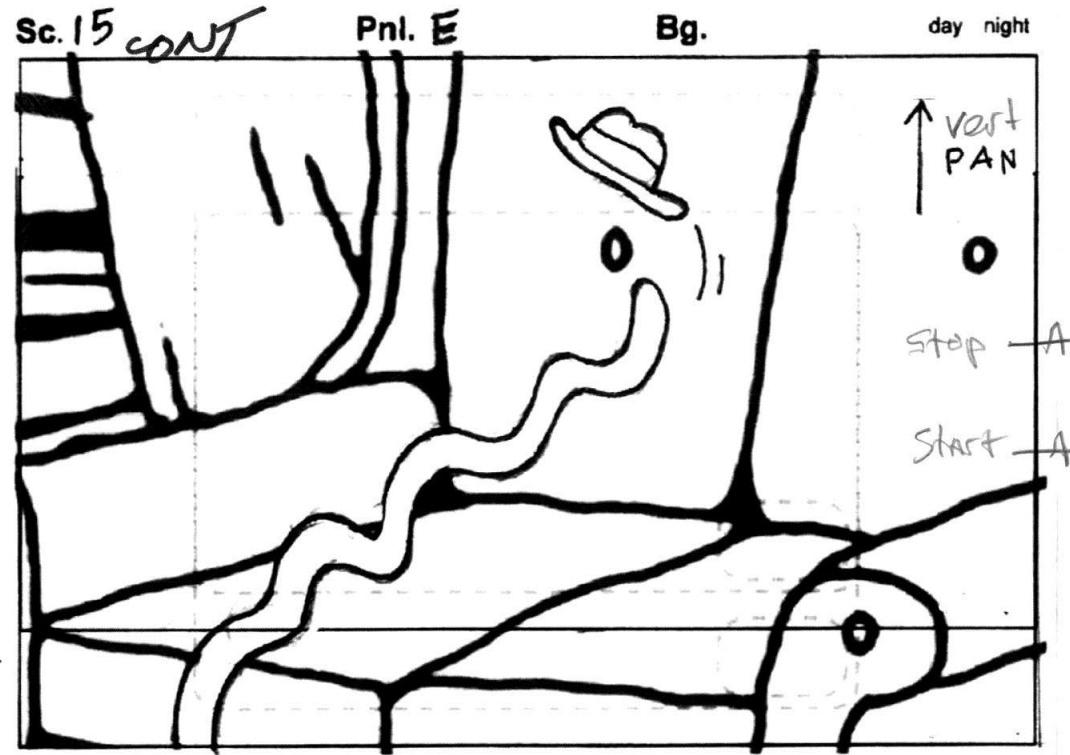
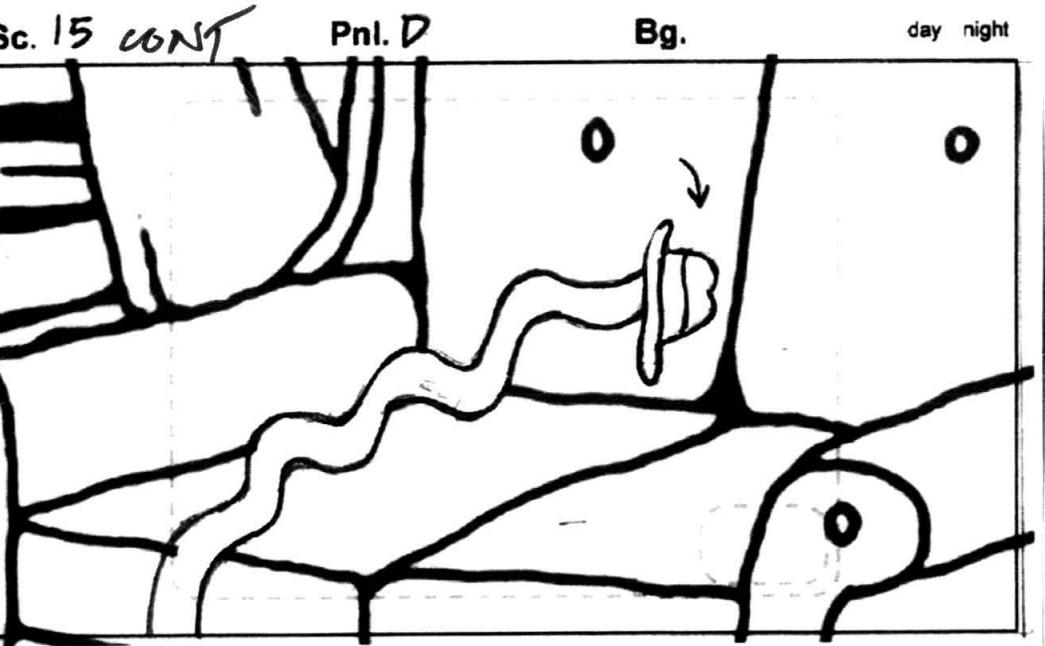
1025/162

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ADVENTURE TIME



Page 26



Dialog:

Action: ANTIC.

- JAKE'S TAIL TOSSES THE HAT UP.
- PAN UP W. ACTION.

DEC 13 2013

Timing:

Production :

1025/162

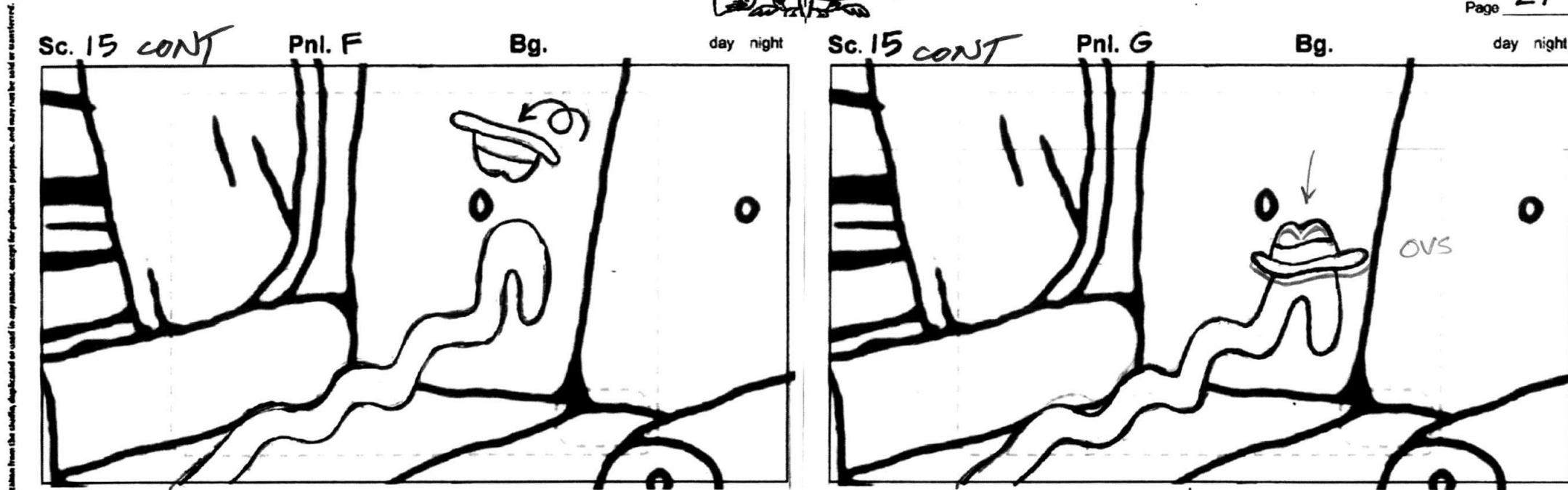
1025/162

ADVENTURE TIME



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Dialog:

Action:
- HAT SPINS IN AIR

POSE OF JAKE'S TAIL, NOW WEARING THE HAT.

DEC 13 2013

Timing:

EPISODE #
Production:

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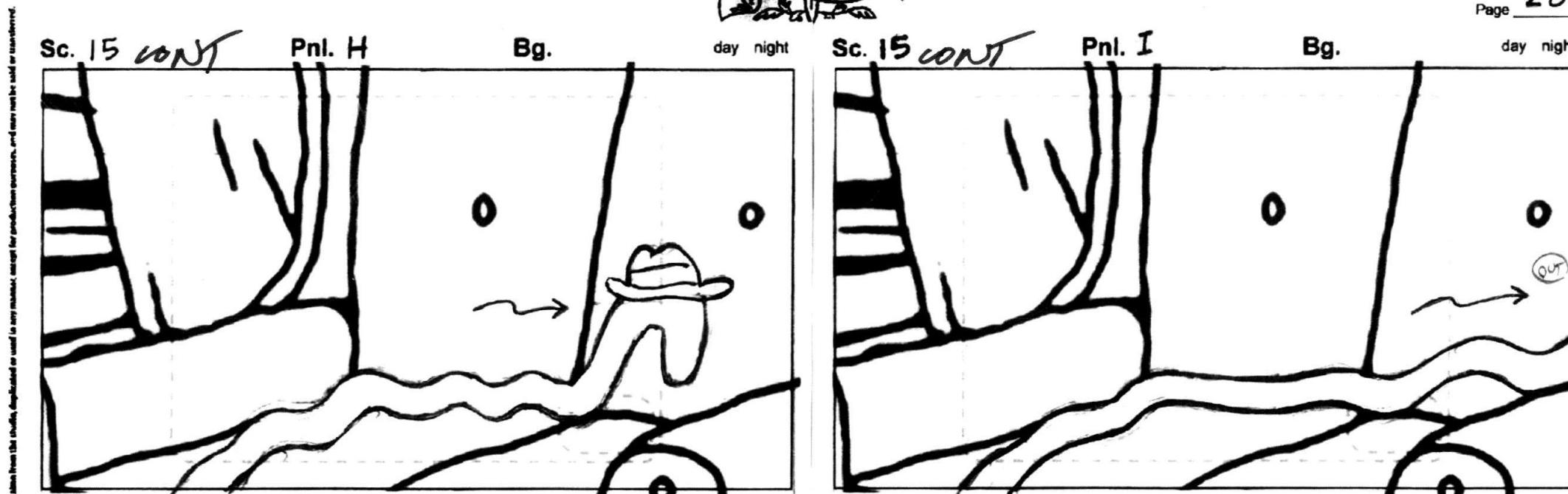
ADVENTURE TIME



Page 28

Cut

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Dialog:

Action: JAKE'S TAIL WALKS OUT.

EPISODE #

Production :

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Timing:

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ADVENTURE TIME



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EPISODE #

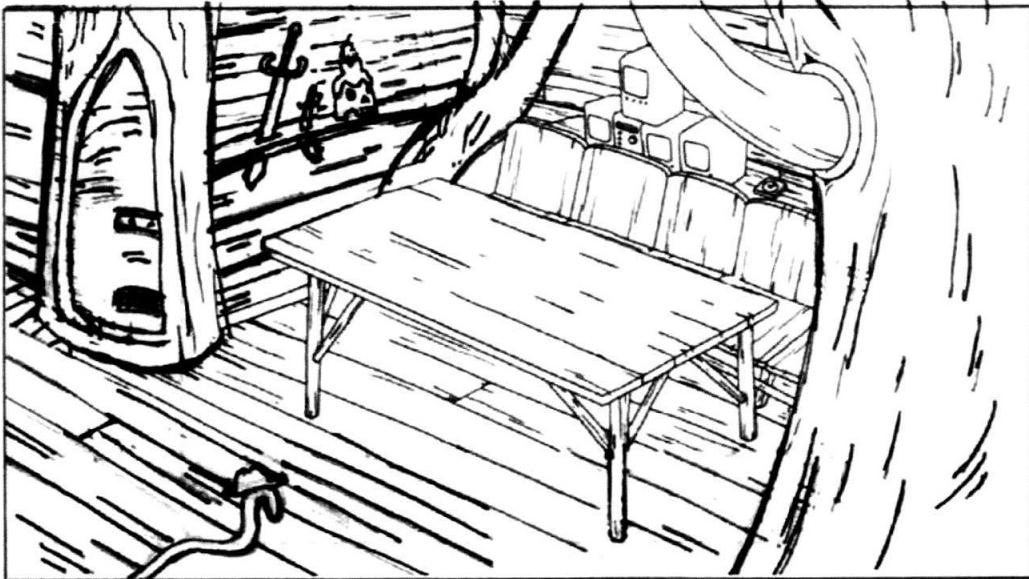
1025/162

Sc. 16

Pnl. A

Bg.

day night

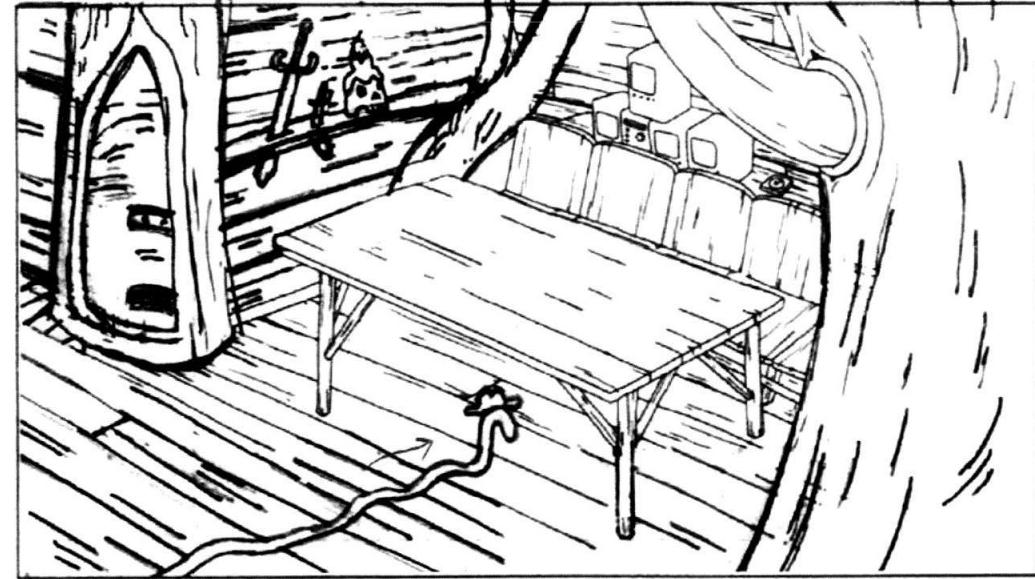


Sc. 16 cont

Pnl. B

Bg.

day night



Dialog:

Action: JAKE'S TAIL WALKS TO THE KITCHEN TABLE.

DEC 13 2013

Timing:

Production :

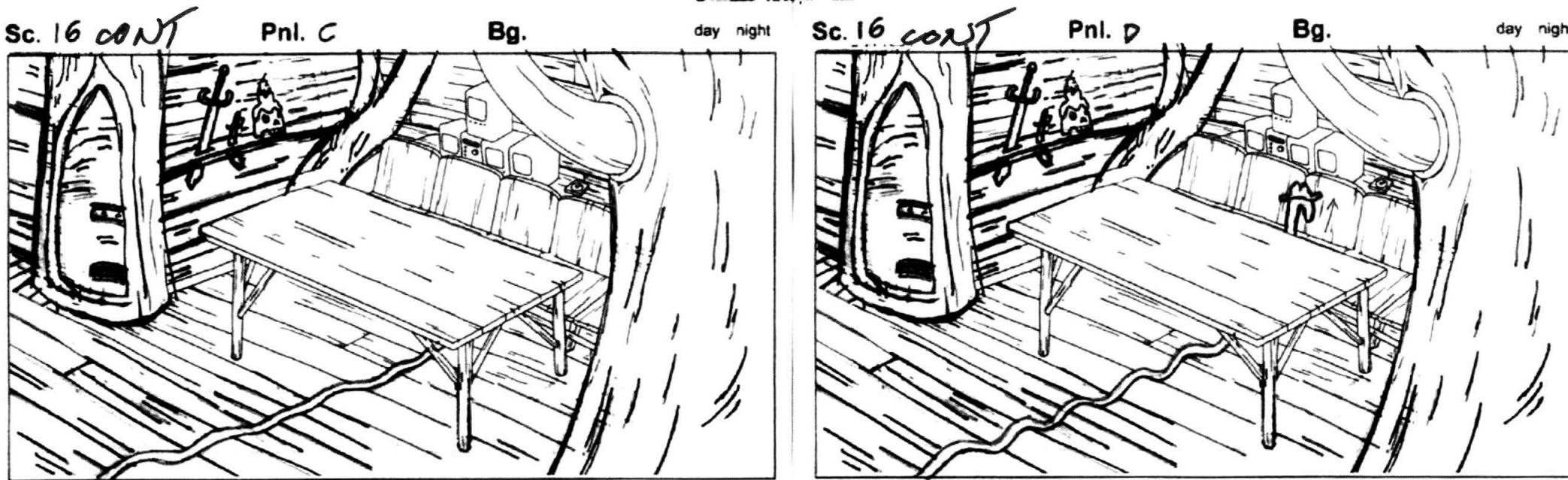
1025/162

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ADVENTURE TIME



Page 30



Dialog:

Action:

Timing:

DEC 13 2010

EPISODE #

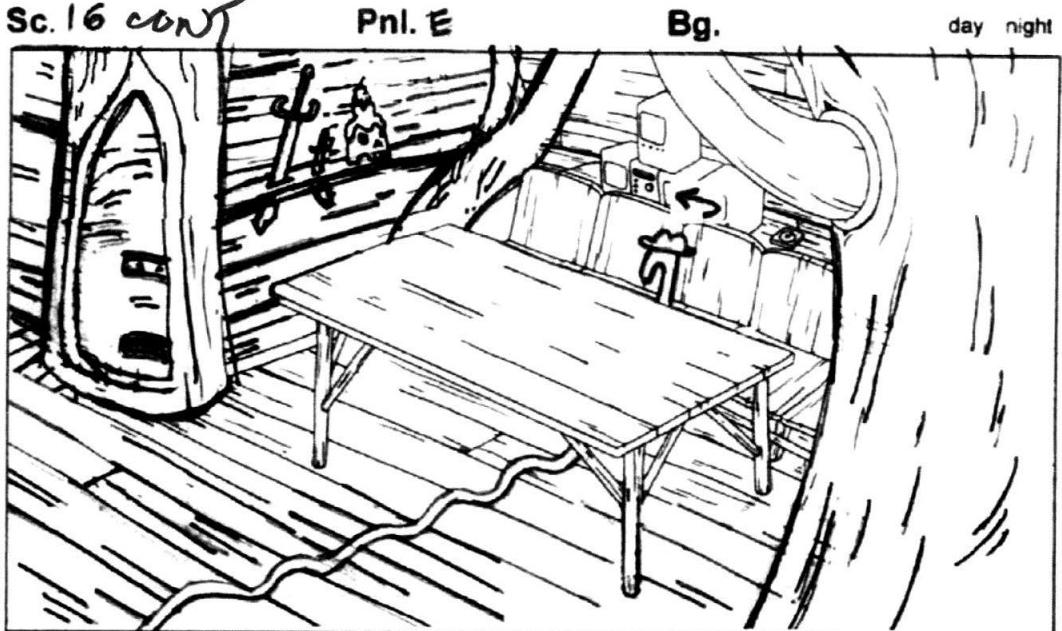
Production :

1025 / 162

ADVENTURE TIME

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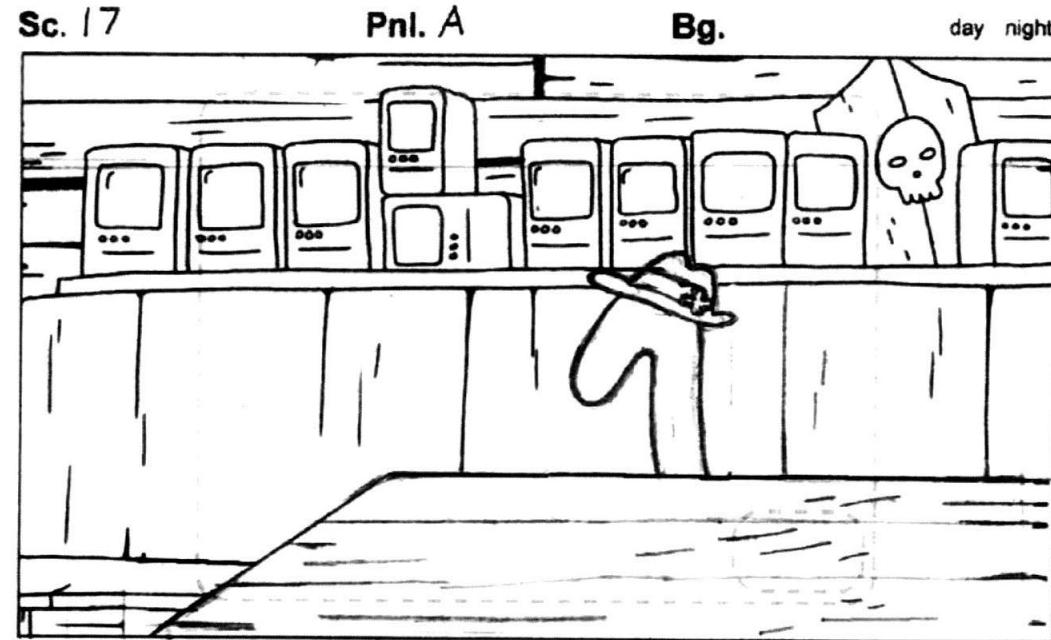
Sc. 16 cont



H/Cut

Page 31

Sc. 17



Dialog:

Action:

-TAIL TURNS

CLOSE ON JAKE'S TAIL BEHIND THE
KITCHEN TABLE.

DEC 13 2010

Timing:

EPISODE #

Production :

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ADVENTURE TIME



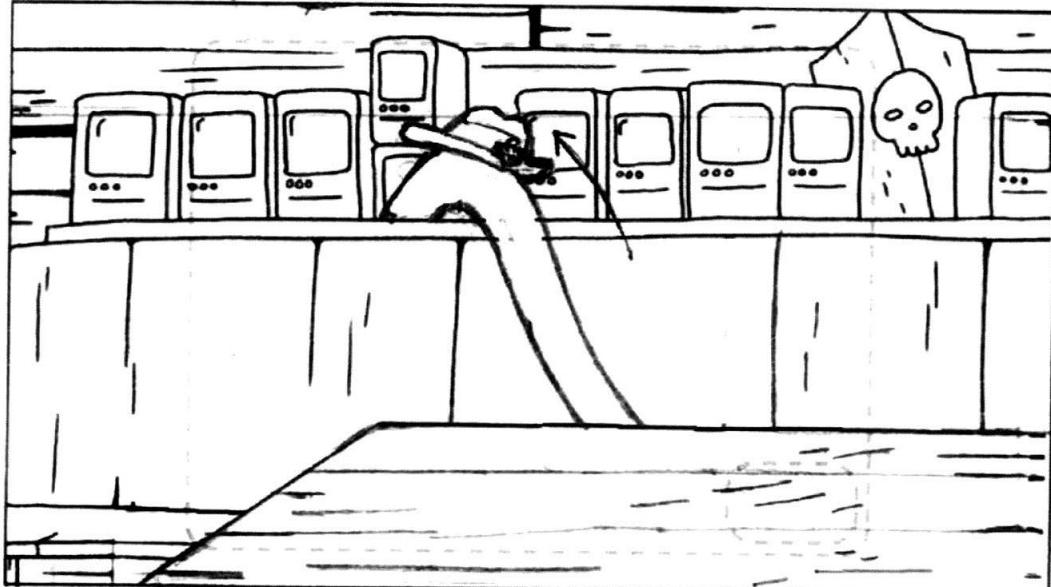
Page 32

Sc. 17 cont

Pnl. B

Bg.

day night

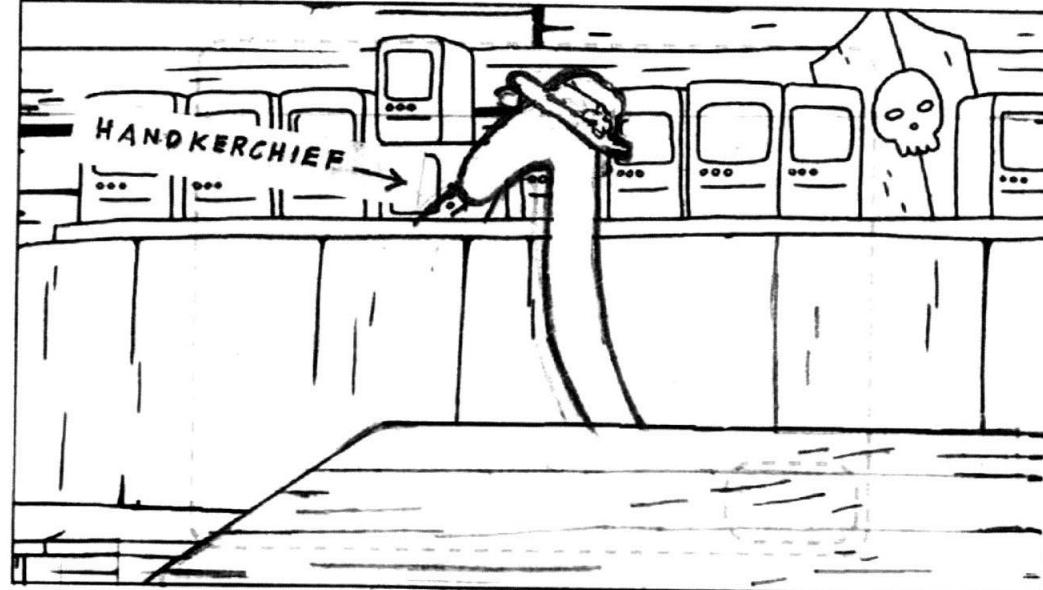


Sc. 17 cont

Pnl. C

Bg.

day night



Dialog:

Action: JAKE'S TAIL MOVES TO GET SOMETHING FROM BEHIND THE KITCHEN BENCH.

JAKE'S TAIL RETRIEVES A HANDKERCHIEF

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

ADVENTURE TIME



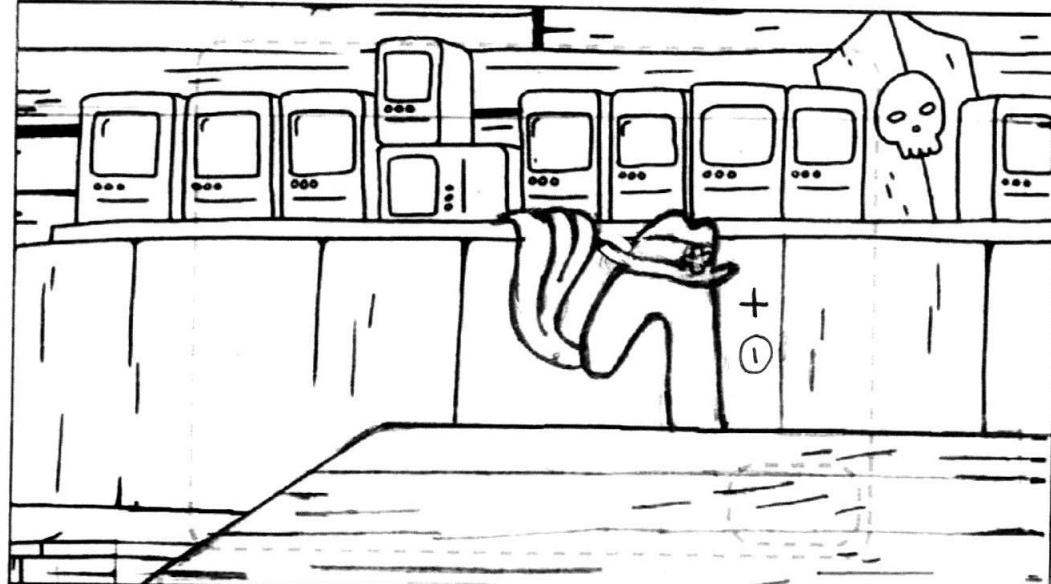
Page 33

Sc. 17 CONT

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

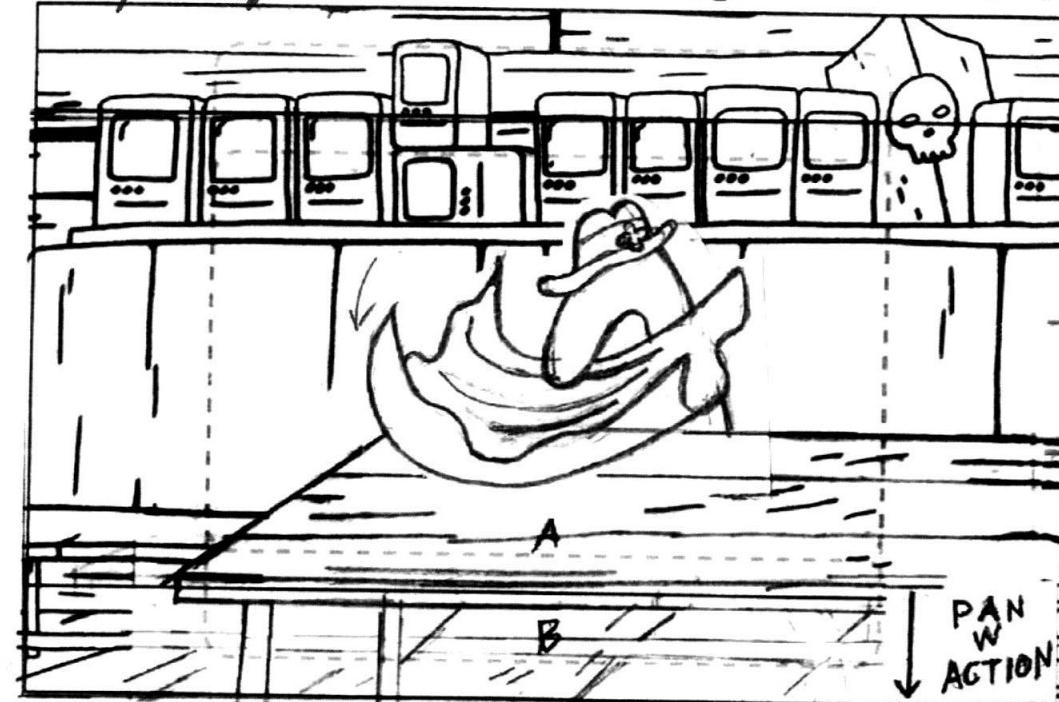


Sc. 17 cont

Pnl. E

Bg.

day night



start
A
vert pan
down

stop
A
EPISODE #

- JAKE'S TAIL PLACES THE HANDKERCHIEF ONTO THE KITCHEN TABLE
- PAN DOWN W. ACTION

DEC 13 2013

Production :

1025/162

ADVENTURE TIME



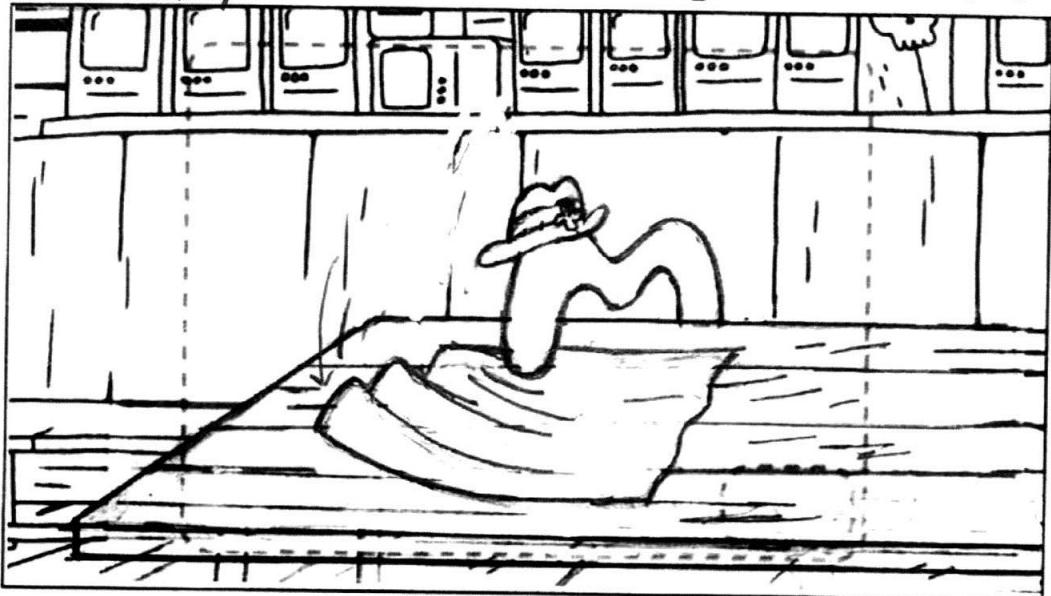
Page 34

Sc. 17 cont

Pnl. F

Bg.

day night

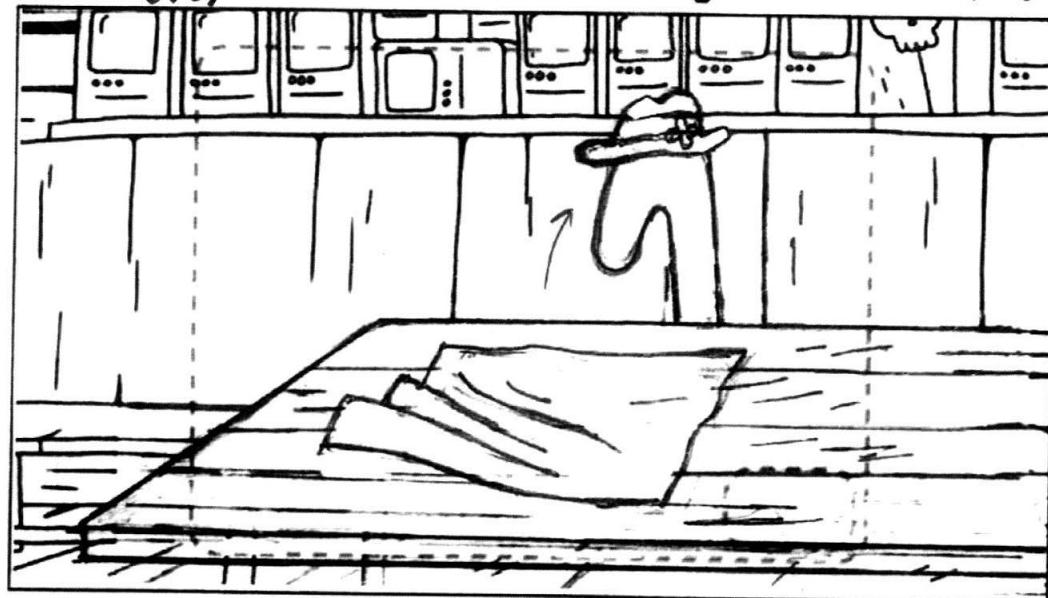


Sc. 17 cont

Pnl. G

Bg.

day night



Dialog:

Action:

J.T. LOOKS AT THE HANDKERCHIEF.

Timing:

DEC 13 2003

Production :

1025/162

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ADVENTURE TIME



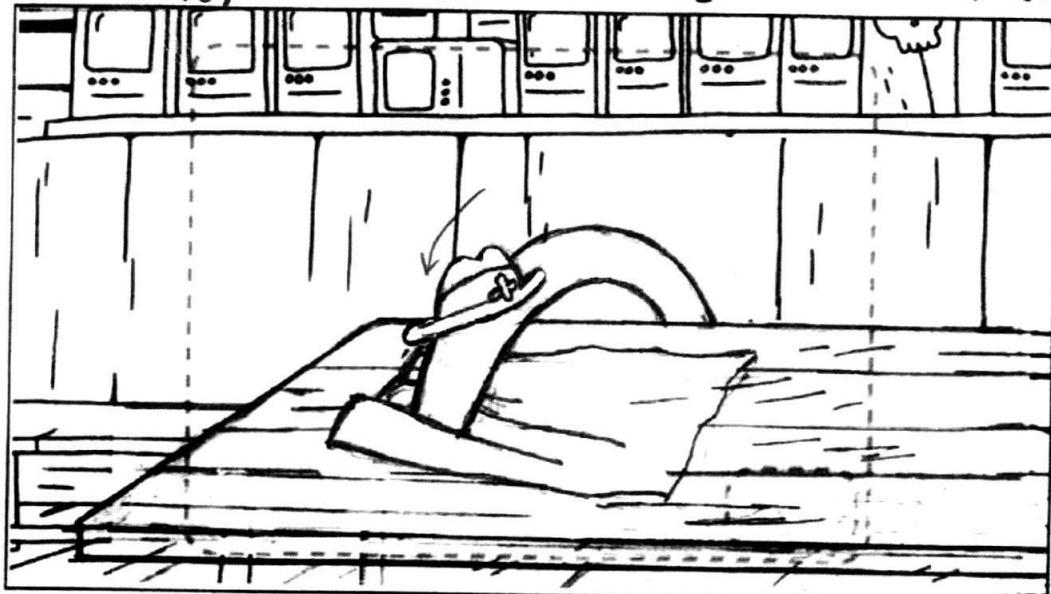
Page 35

Sc. 17 CONT

Pnl. H

Bg.

day night

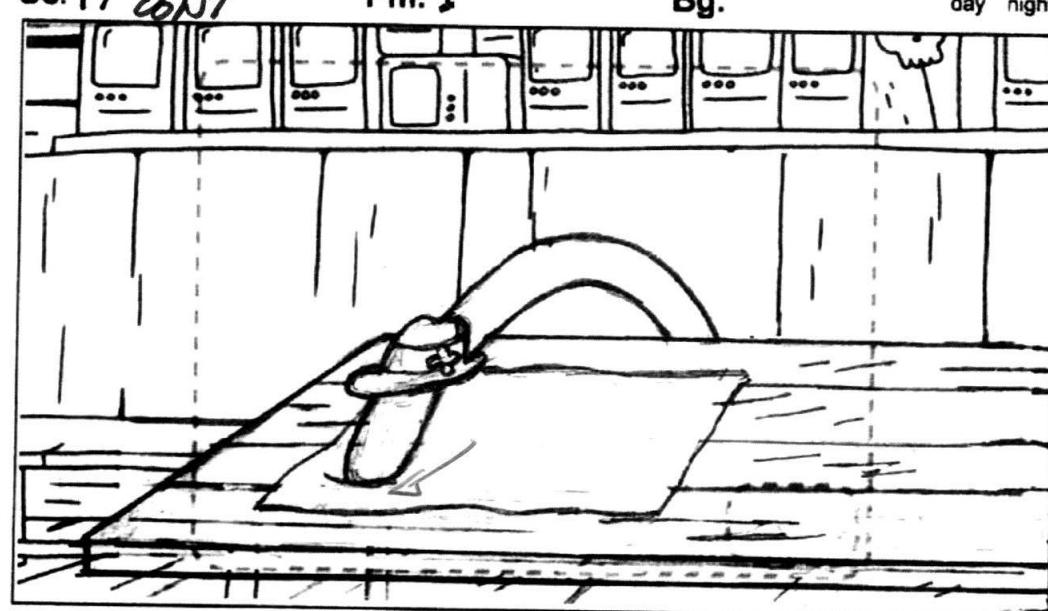


Sc. 17 CONT

Pnl. I

Bg.

day night



Dialog:

Action: J.T. STRAIGHTENS A CORNER OF THE
HANDKERCHIEF.

DEC 13 2013

Timing:

EPISODE #

Production :

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ADVENTURE TIME



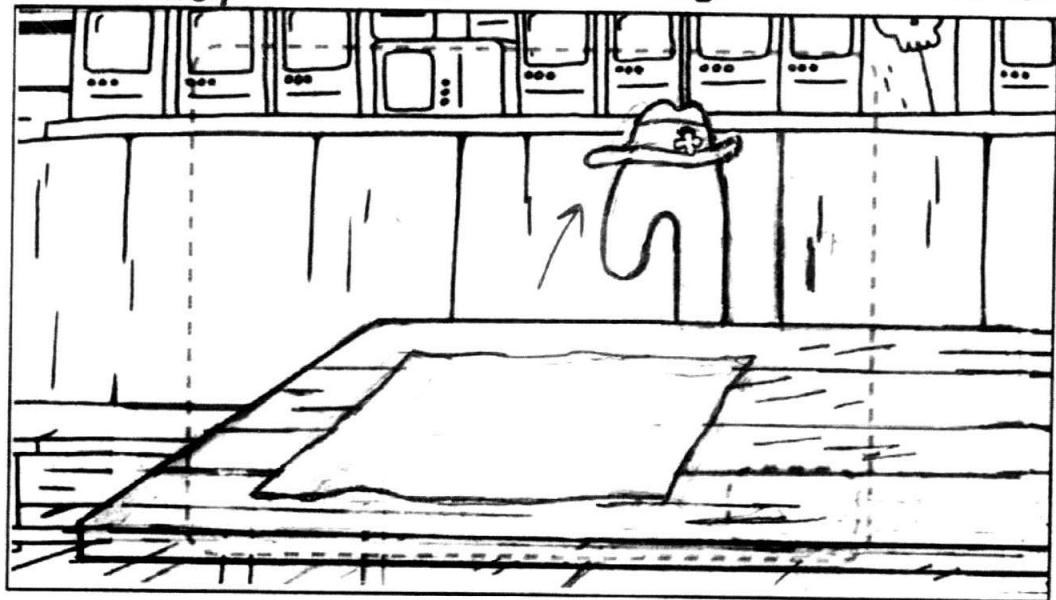
Page 36

Sc. 17 cont

Pnl. J

Bg.

day night

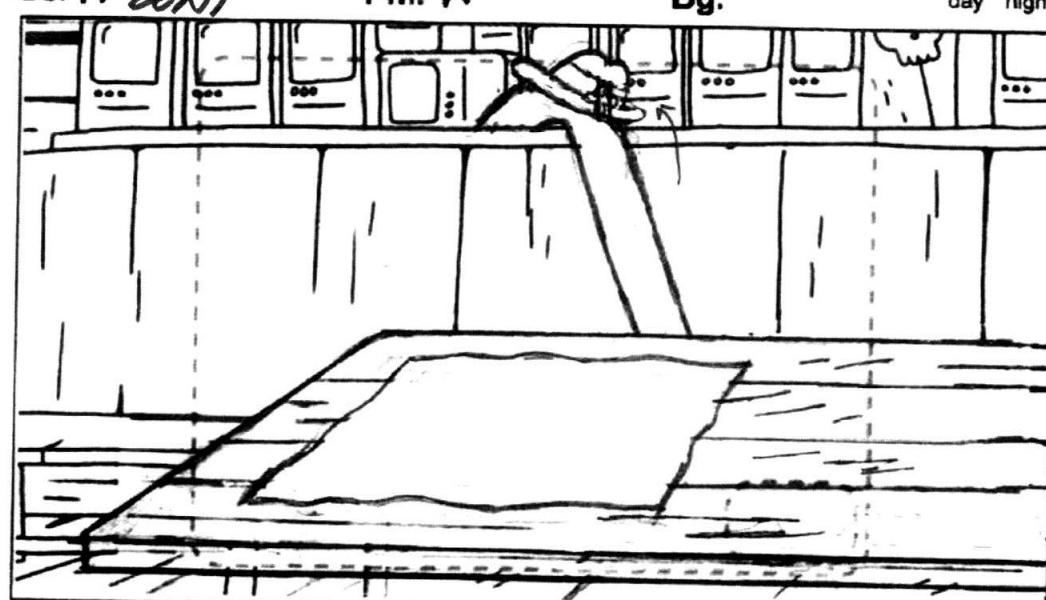


Sc. 17 cont

Pnl. K

Bg.

day night



Dialog:

Action:

J.T. GOES TO FIND SOMETHING ELSE BEHIND
THE BENCH.

DEC 13 2013

Timing:

EPISODE #

Production :

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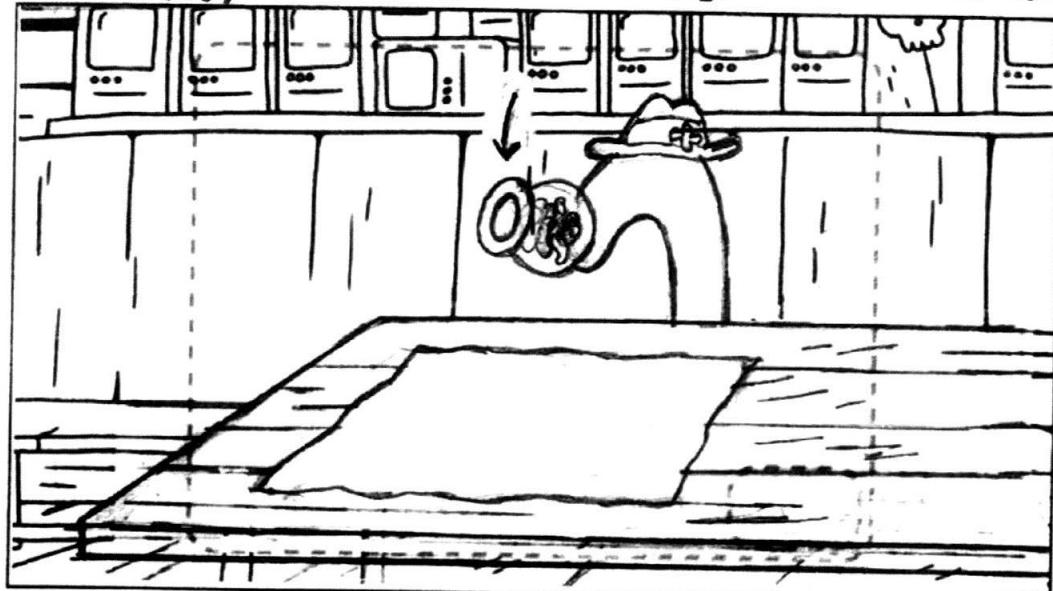
HU
art

Sc. 17 cont

Pnl. L

Bg.

day night

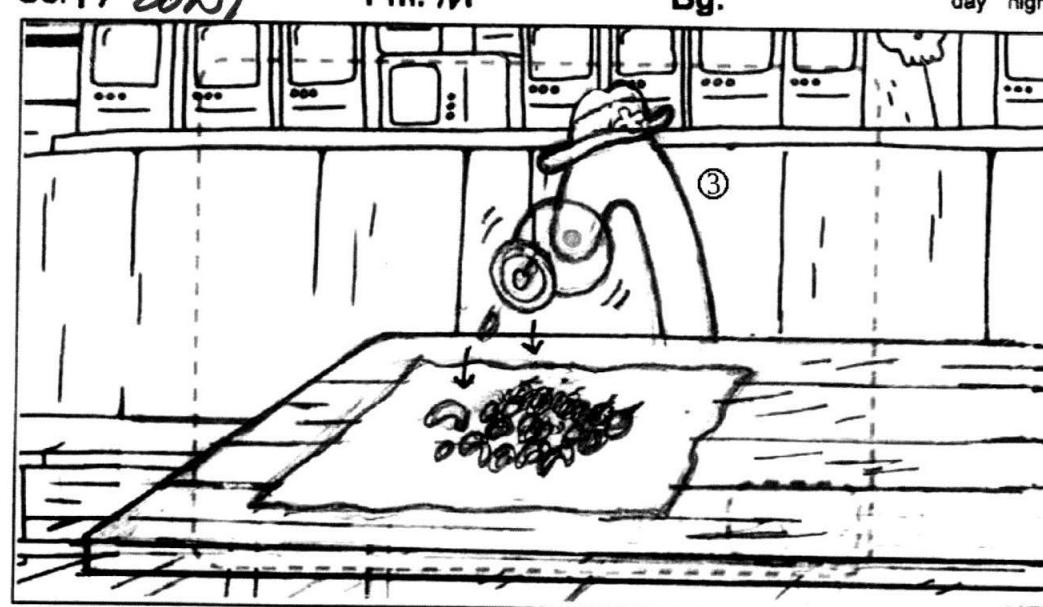


Sc. 17 cont

Pnl. M

Bg.

day night



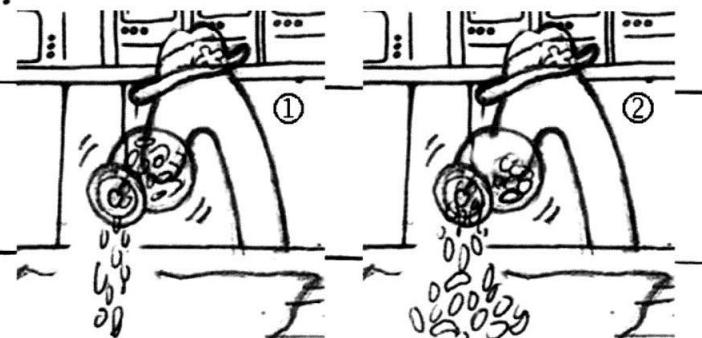
Dialog:

Action: J.T. RETRIEVES A JAR OF NUTS AND BERRIES.

J.T. DUMPS NUTS AND BERRIES ONTO THE
HANDKERCHIEF.

DEC 13 2013

Timing:



EPISODE #

Production :

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HU Cut

ADVENTURE TIME



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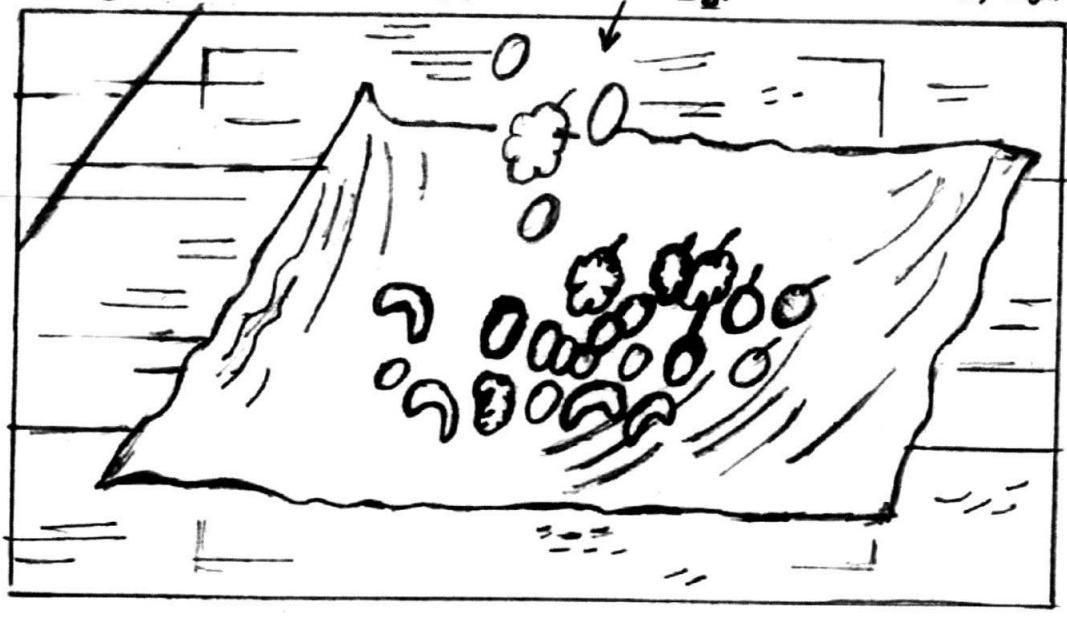
Cut

Sc. 18

Pnl. A

Bg.

day night

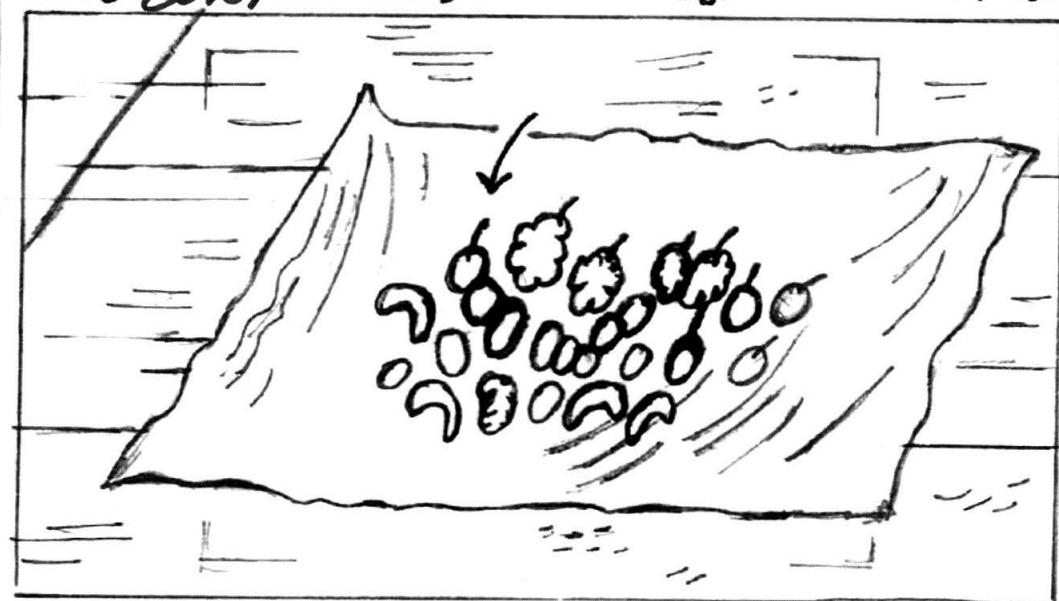


Sc. 18 cont

Pnl. B

Bg.

day night



Dialog:

Action: CLOSE-UP OF NUTS AND BERRIES FALLING
ONTO THE HANDKERCHIEF.

DEC 13 2013

Timing:

EPISODE #

Production :

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ADVENTURE TIME



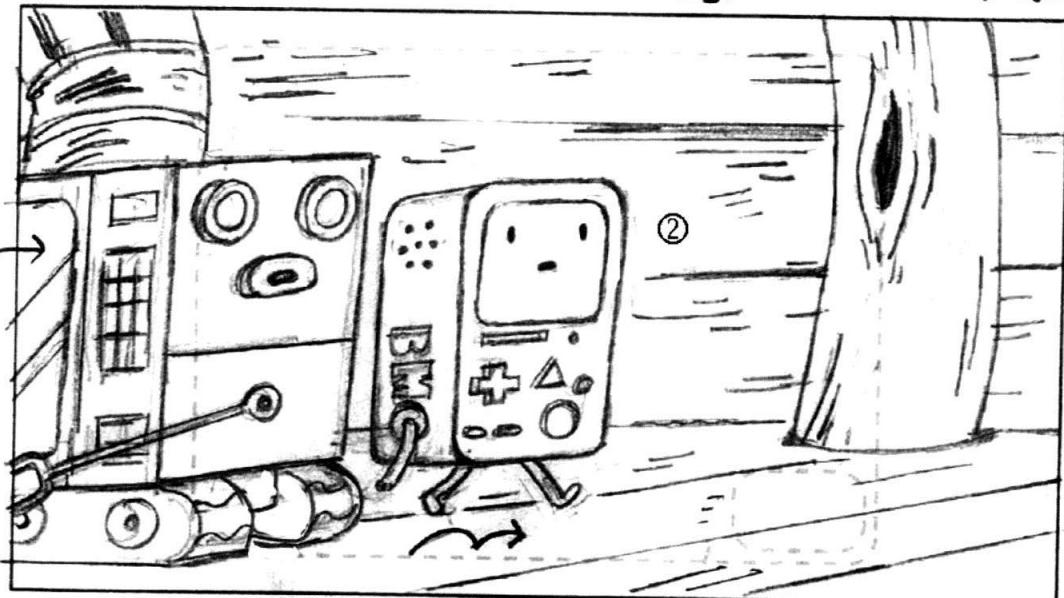
Cut
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Sc. 19

Pnl. A

Bg.

day night



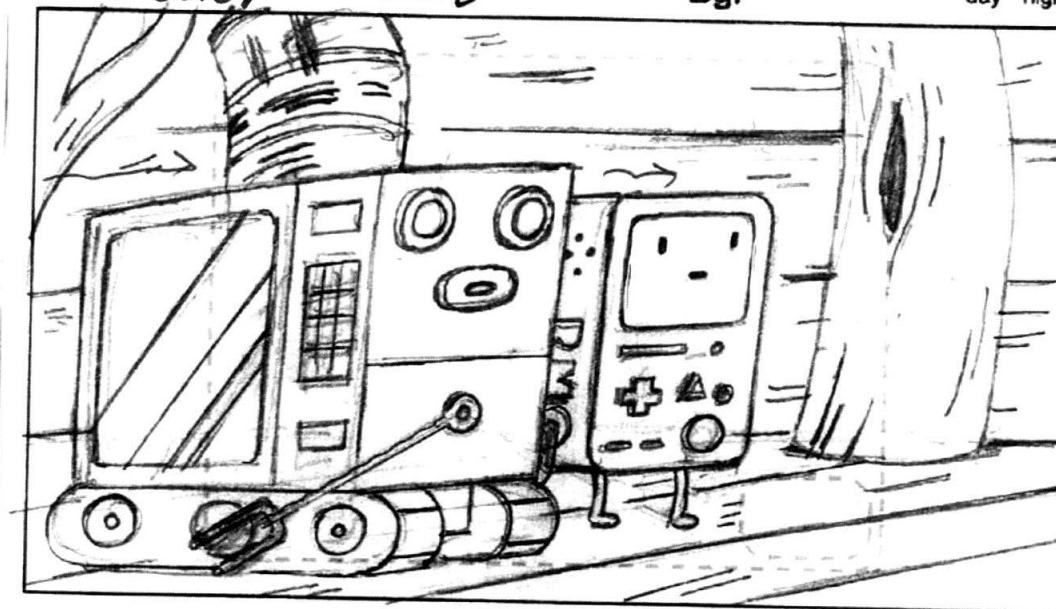
Sc. 19 cont

Pnl. B

Bg.

day night

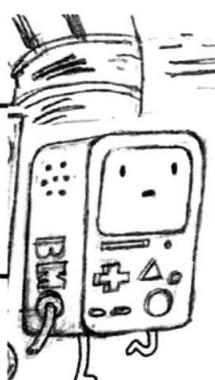
Cut
Page 39



Dialog:

Action: NEPTR AND BMO WALK INTO THE KITCHEN.
THEY ARE CURIOUS AND WIDE-EYED.

Timing:



①

DEC 13 2013

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ADVENTURE TIME



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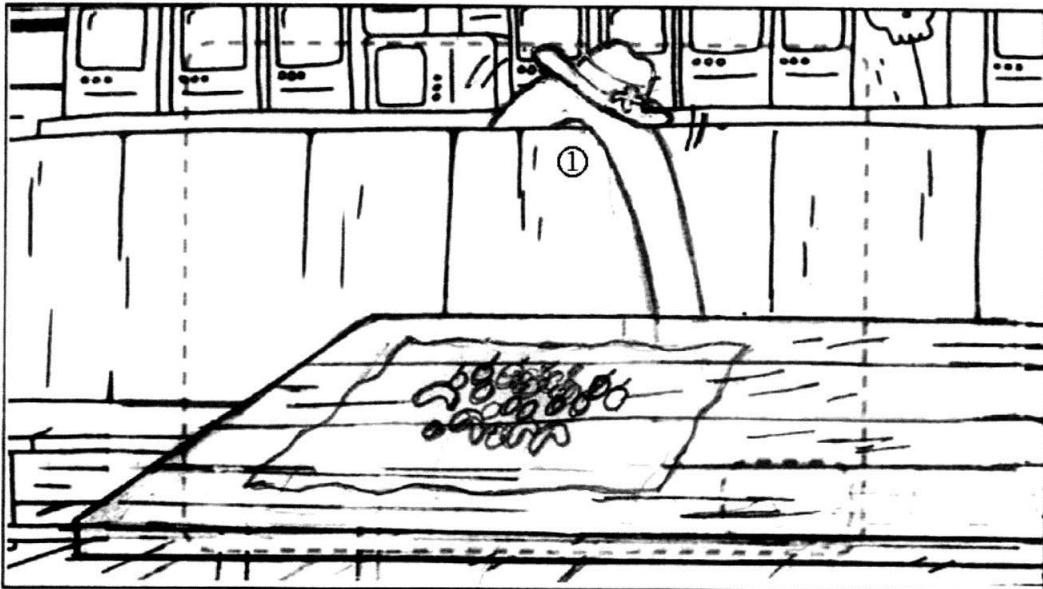
day night

Sc. 20

Pnl. A

Bg.

day night

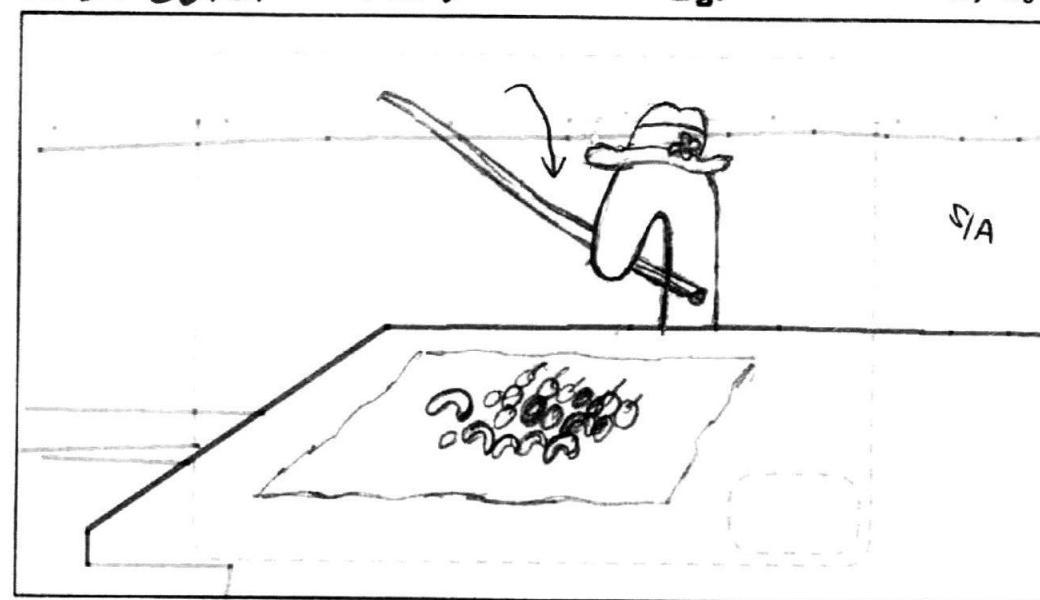


Sc. 20 cont

Pnl. B

Bg.

day night



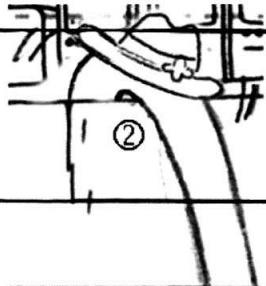
Dialog:

Action: ON JAKE'S TAIL AGAIN. HE IS DIGGING BEHIND THE BENCH AGAIN.

JAKE'S TAIL RETRIEVES A SLIGHTLY CROOKED STICK FROM BEHIND THE BENCH.

DEC 13 2013

Timing:



Production

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ADVENTURE TIME

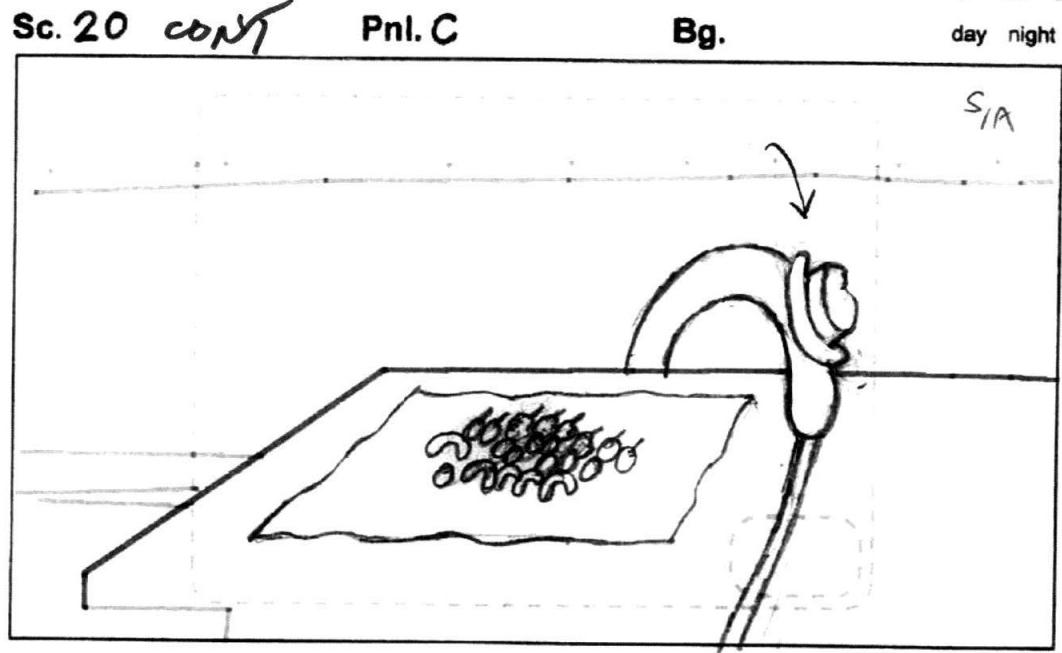


Sc. 20 cont

Pnl. C

Bg.

day night

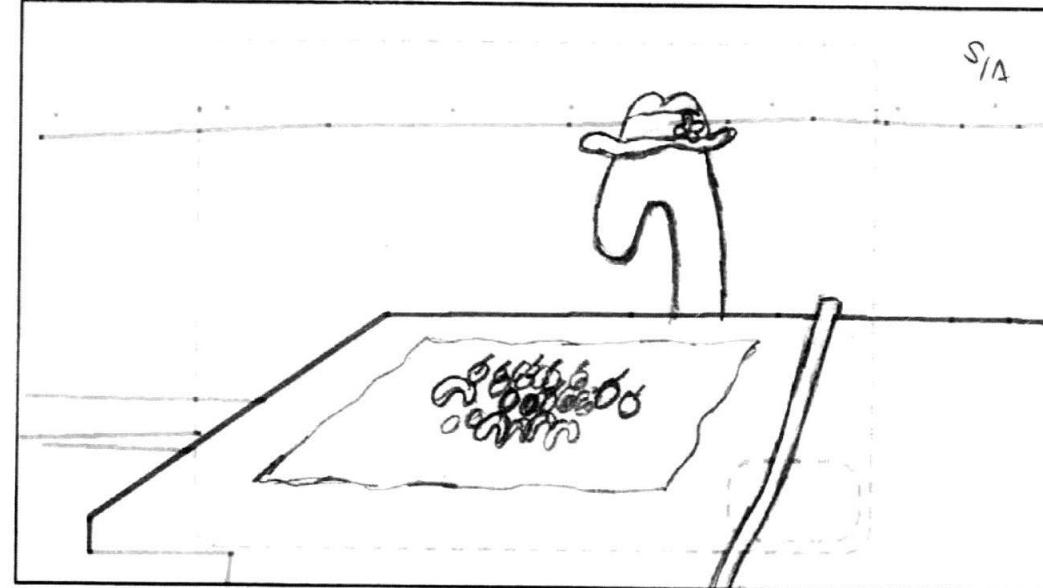


Sc. 20 cont

Pnl. D

Bg.

day night



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Dialog:

Action: J.T. PLACES THE STICK BESIDE THE HANDKERCHIEF.

J.T. LOOKS AT THE HANDKERCHIEF AND THE COLLECTION OF NUTS AND BERRIES.

DEC 13 2013

Timing:

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ADVENTURE TIME



Sc. 20 cont Pnl. E

Bg.

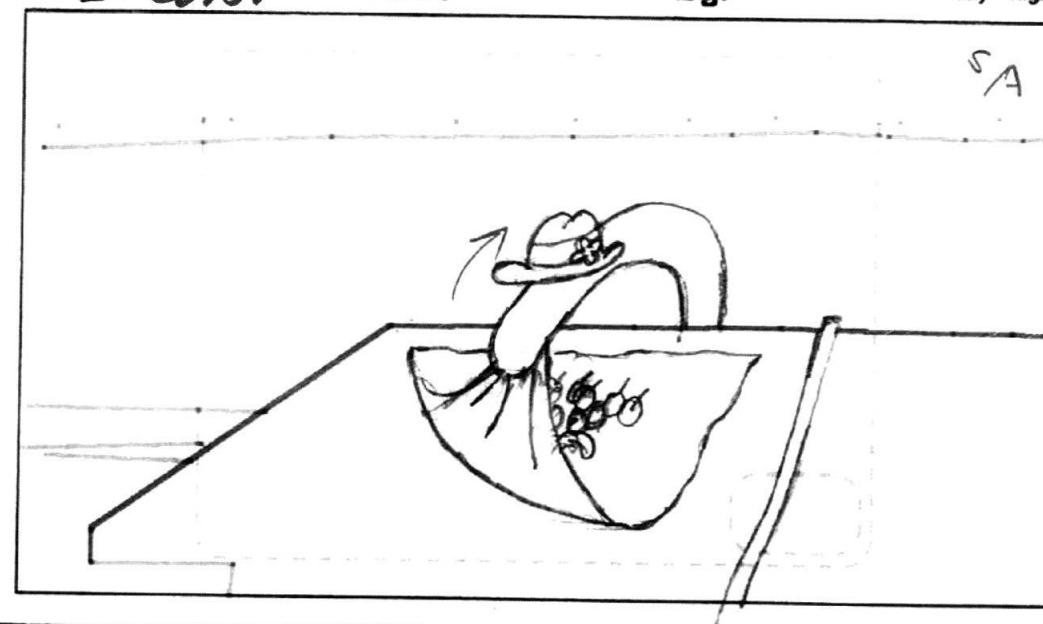
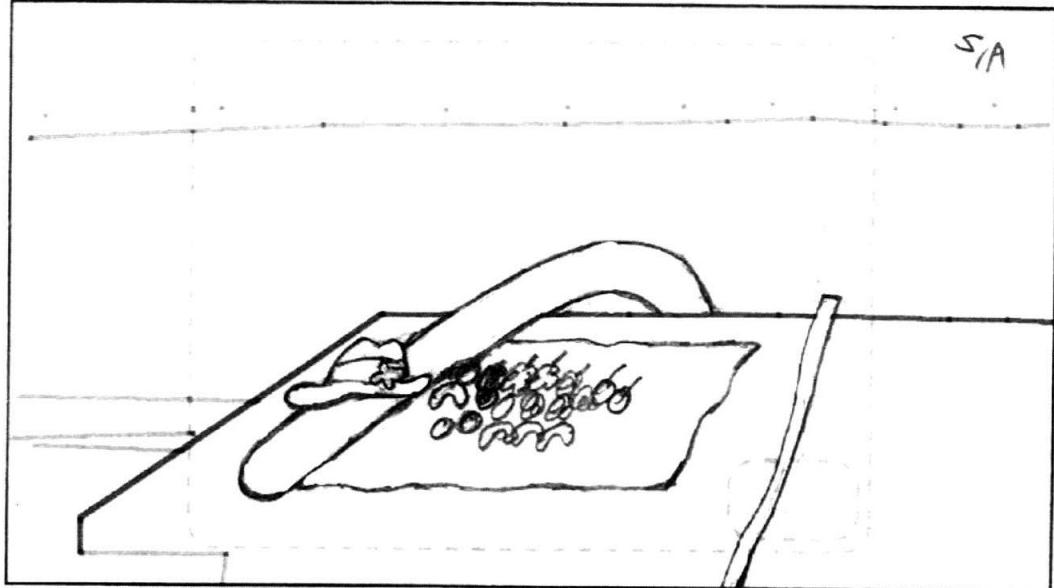
day night

Sc. 20 cont Pnl. F

Bg.

day night

Page 42



Dialog:

Action: J.T. GRABS A CORNER OF THE HANDKERCHIEF. J.T. PULLS THE CORNER OVER.

DEC 13 2013

Timing:

Production :

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ADVENTURE TIME



Sc. 20 cont

Pnl. G

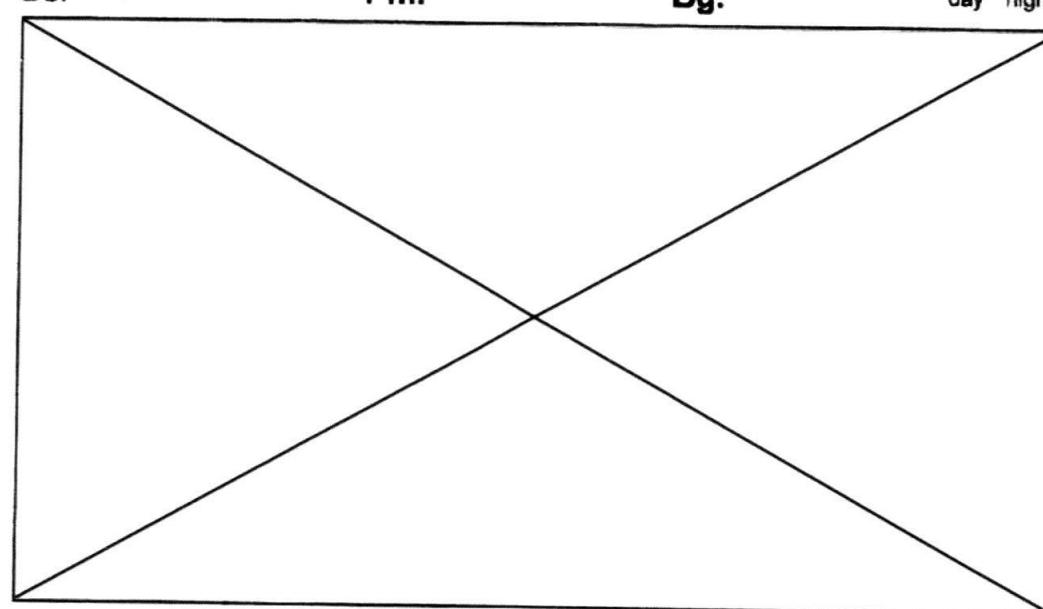
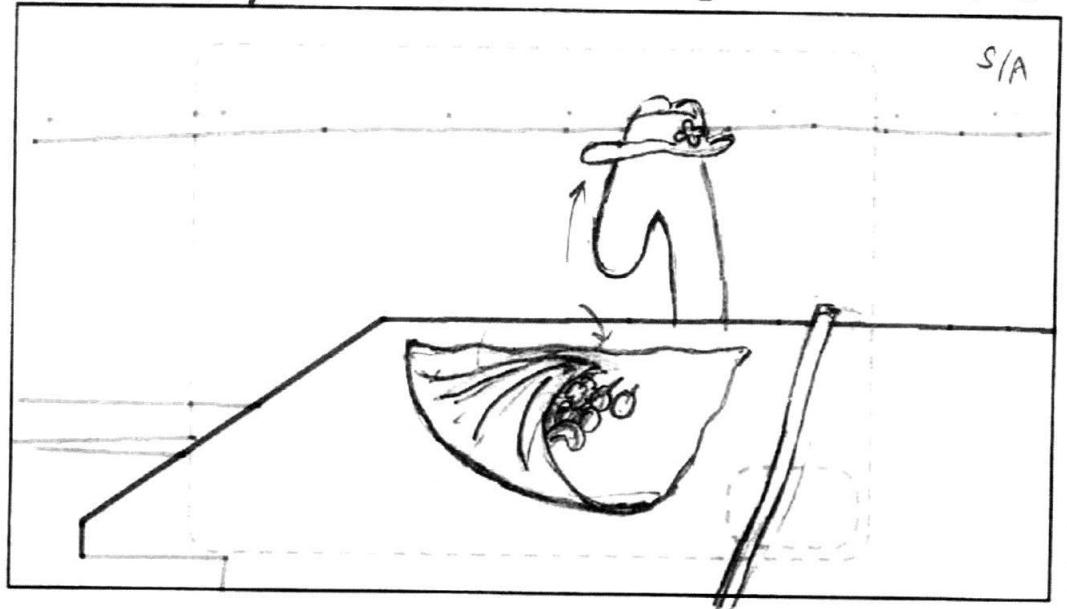
Bg.

day night

Sc.

Page 43

day night



Dialog:

Action: J. T. LOOKS AT WHAT HE'S DONE.

DEC 13 2013

Timing:

Production :

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ADVENTURE TIME



Sc. 20 cont

Pnl.H

Bg.

day night

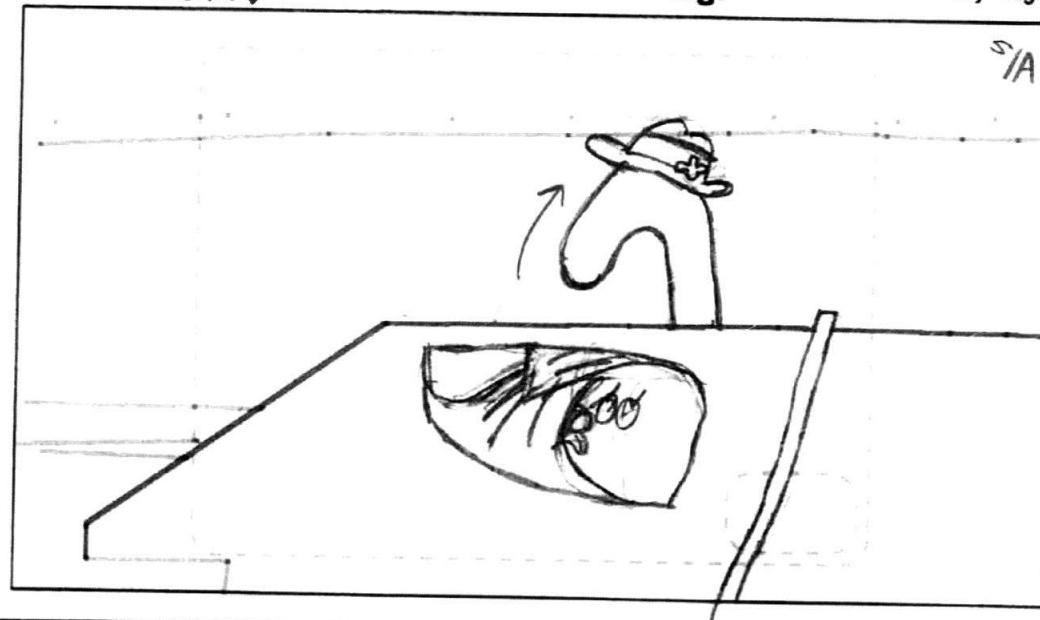
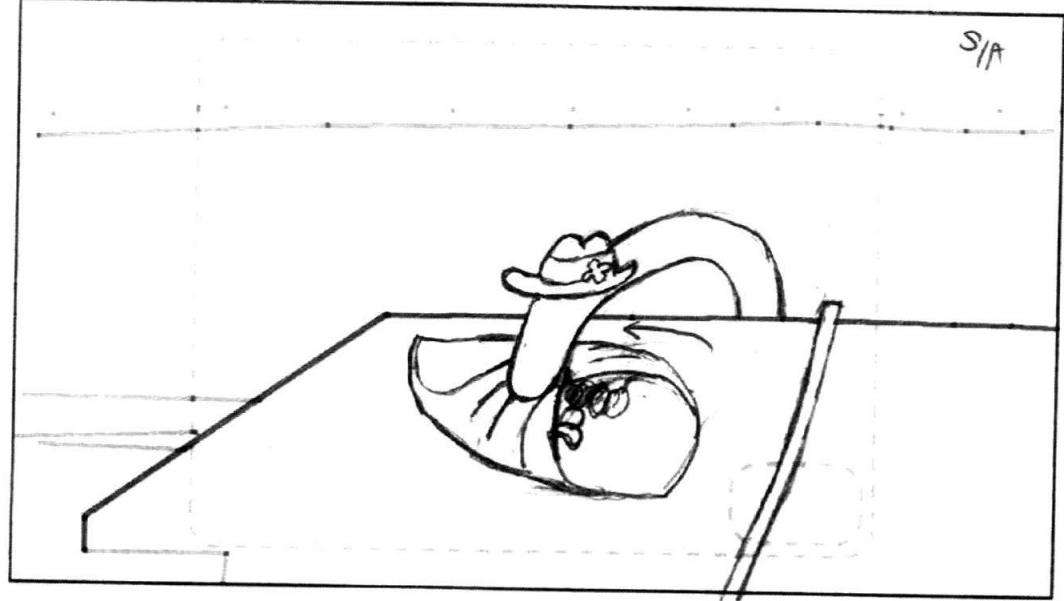
Sc. 20 cont

Pnl.I

Bg.

Page 44

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production :

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ADVENTURE TIME



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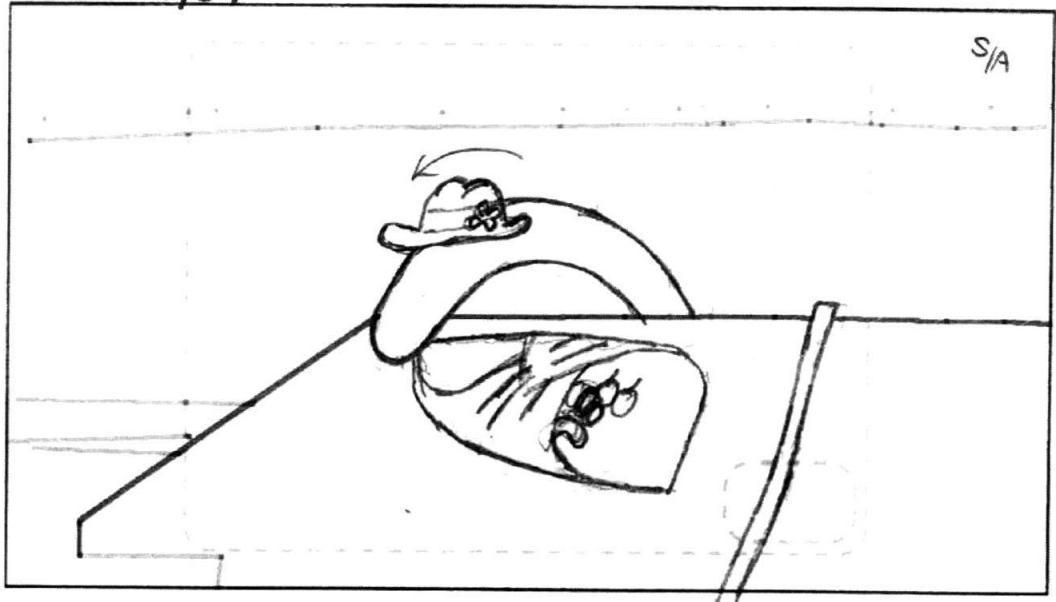
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Sc. 20 cont

Pnl.J

Bg.

day night

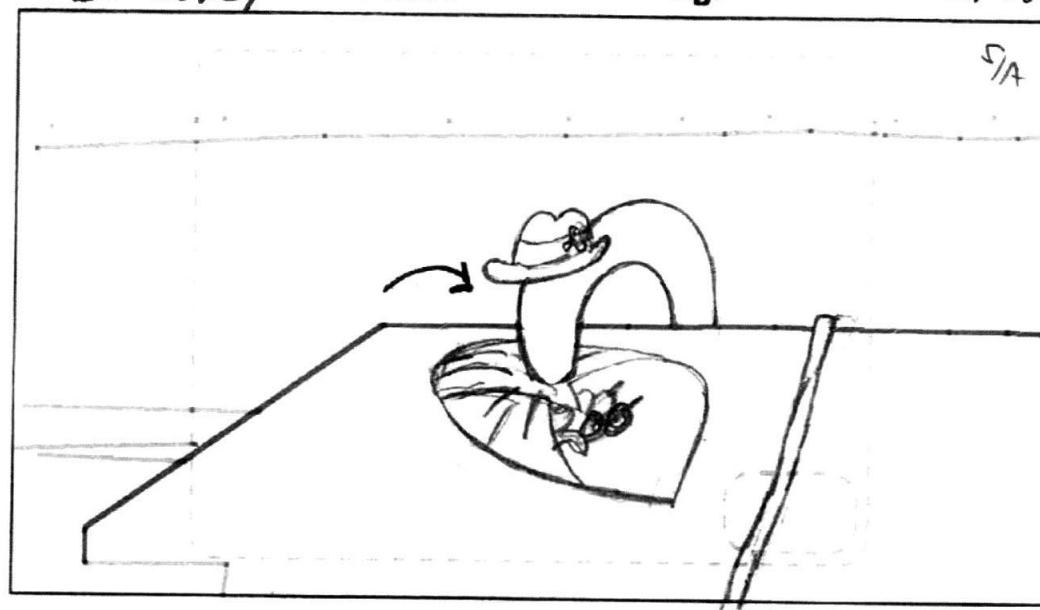


Sc. 20 cont

Pnl.K

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production :

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ADVENTURE TIME



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day night

Sc. 20 cont Pnl.L

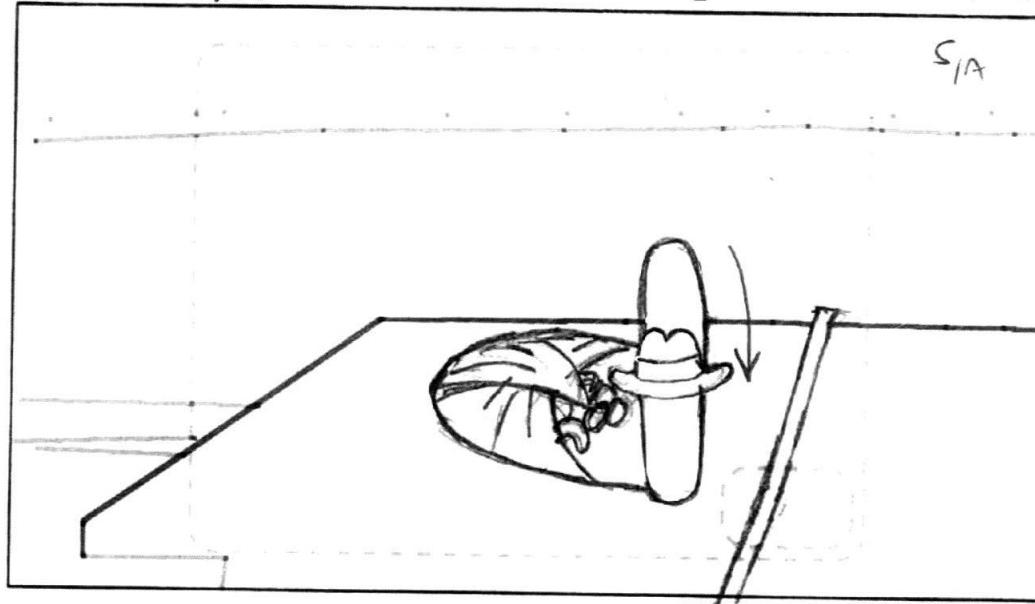
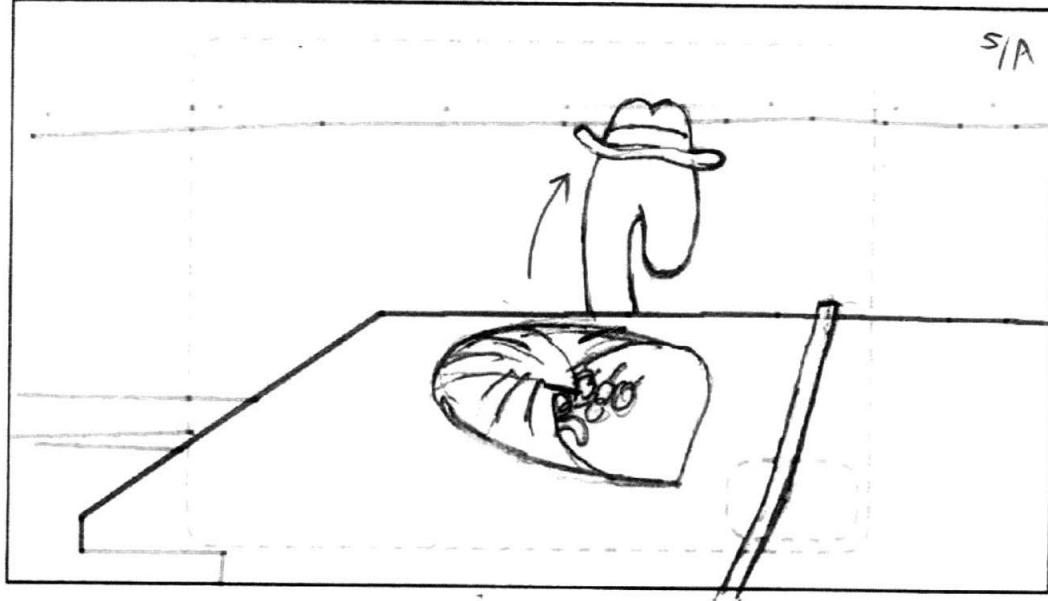
Bg.

day night

Sc. 20 cont Pnl.M

Bg.

day night



Dialog:	
Action:	
Timing:	DEC 13 2013

EPISODE #

Production

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ADVENTURE TIME



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Sc. 20 cont

Pnl.N

Bg.

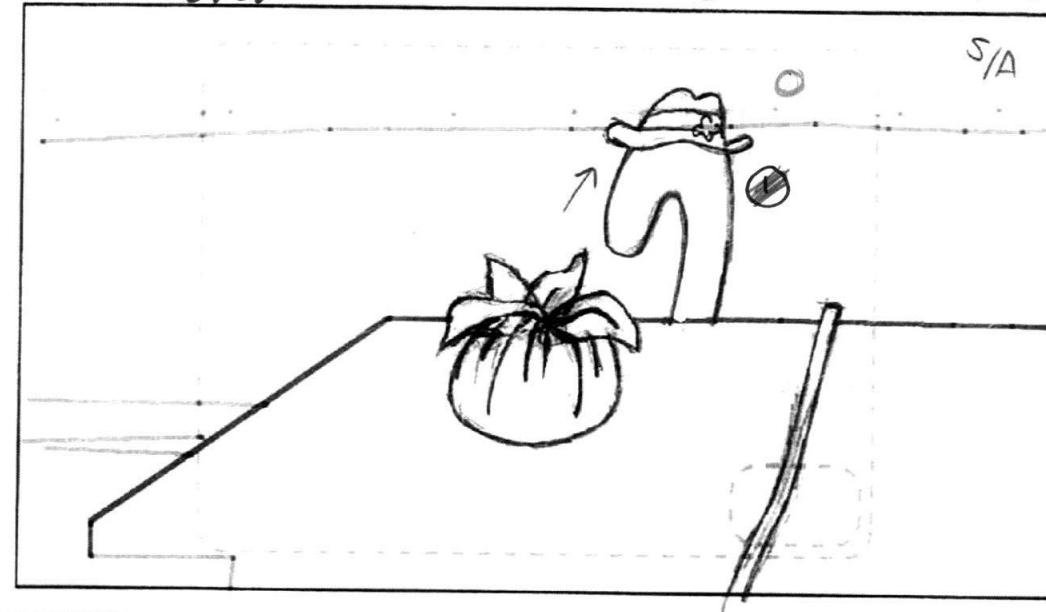
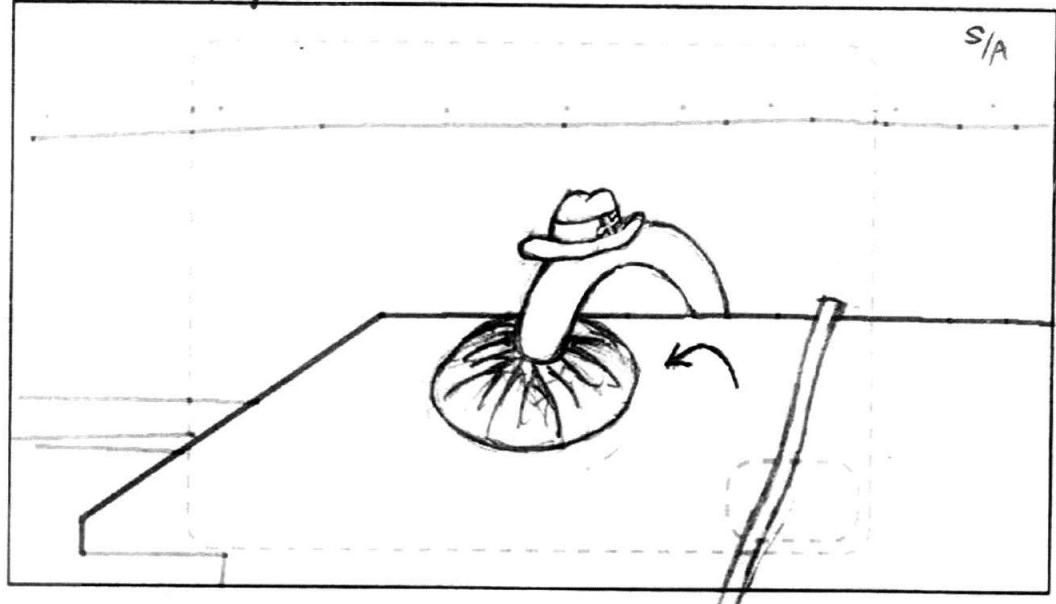
day night

Sc. 20 cont

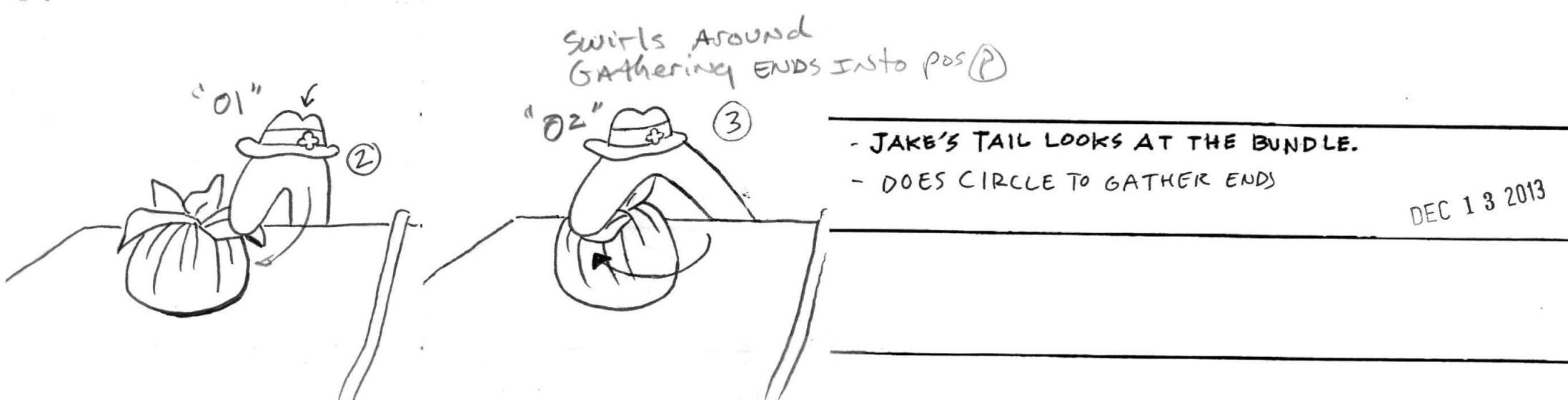
Pnl.O

Bg.

day night



Dialog:



Production :

1025/162

1025/162

ADVENTURE TIME



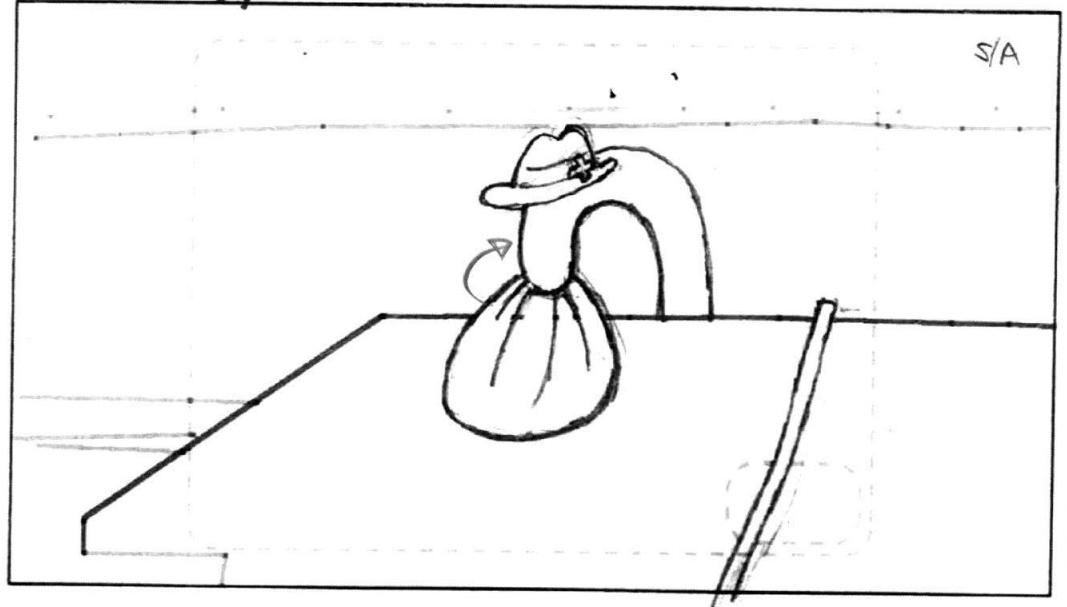
Page 48

Sc. 20 cont

Pnl. P

Bg.

day night



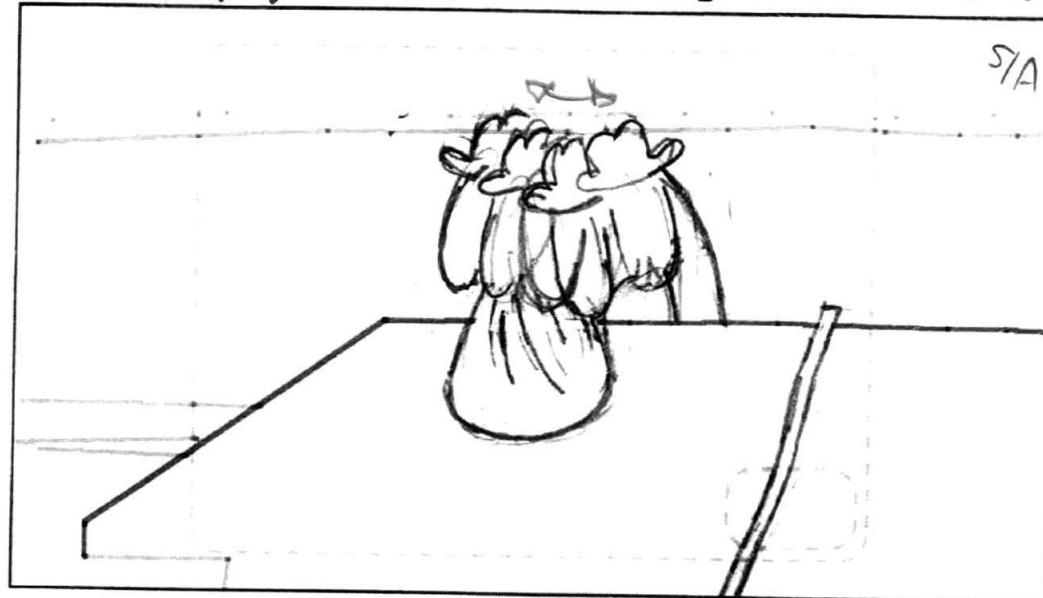
Sc. 20 cont

Pnl.Q

Bg.

day night

S/A



Dialog:

Action: J.T. GRABS THE BUNDLE.

IN A FLURRY OF MOTION, J.T. TIES UP THE CORNERS OF THE BUNDLE.

DEC 13 2013

Timing:

EPISODE #

Production :

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ADVENTURE TIME

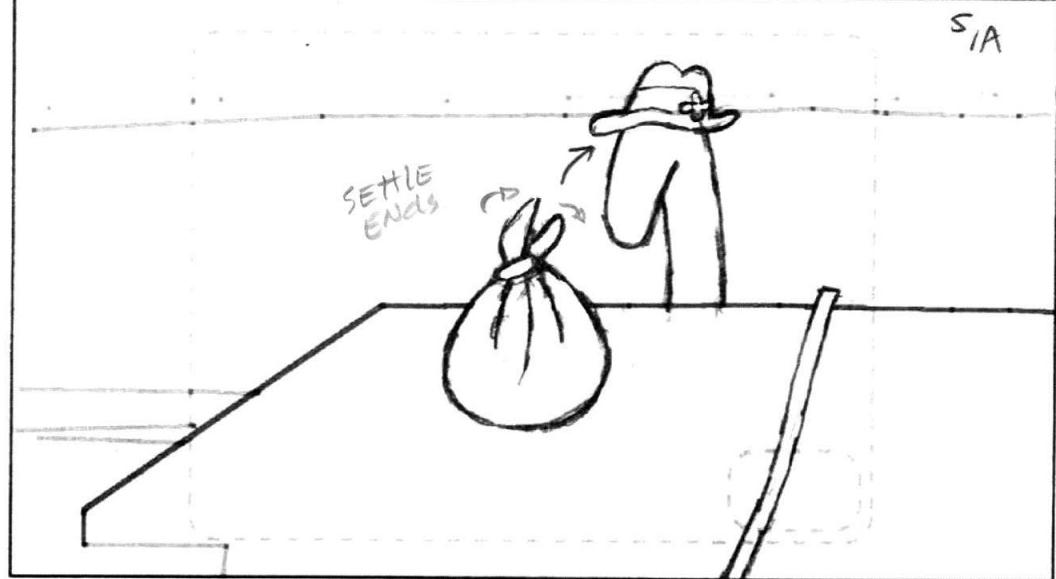


Sc. 20 cont

Pnl.R

Bg.

day night

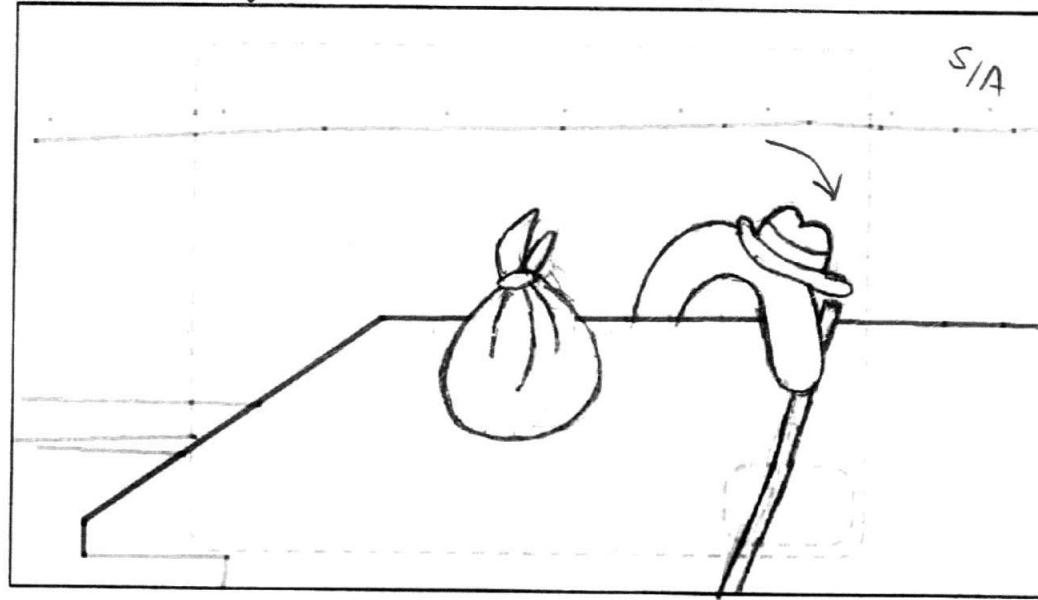


Sc. 20 cont

Pnl.S

Bg.

day night

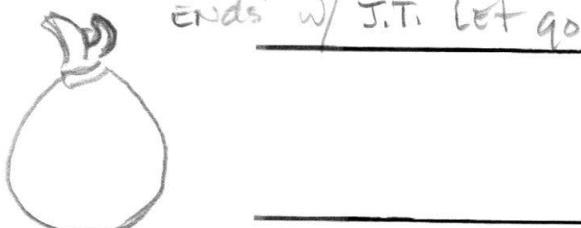


Dialog:

Action: J.T. LOOKS AT THE BUNDLE.

J.T. REACHES FOR THE STICK.

Timing:



DEC 13 2013

Production :

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ADVENTURE TIME

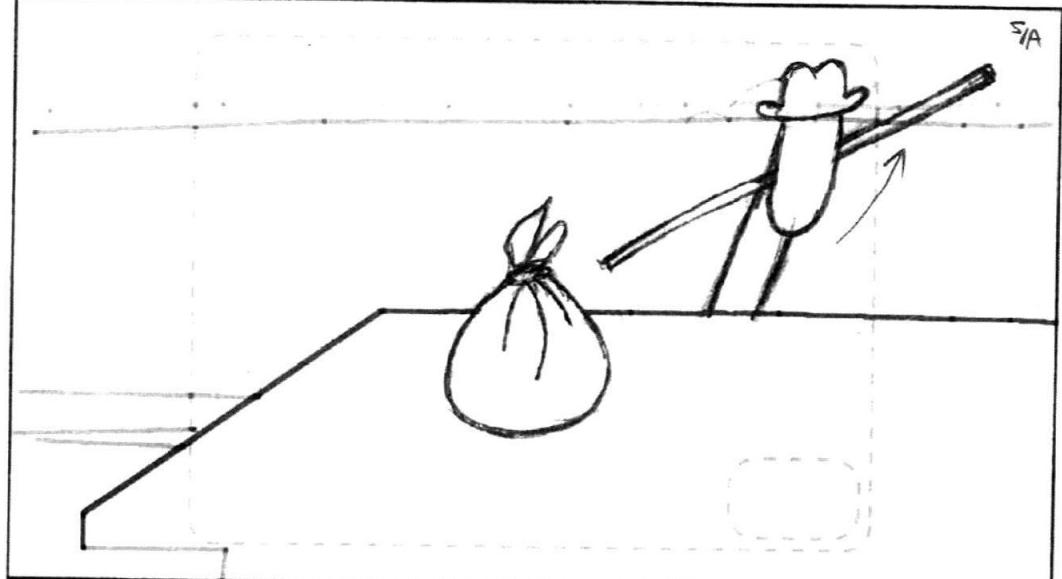


Sc. 20 cont

Pnl.T

Bg.

day night



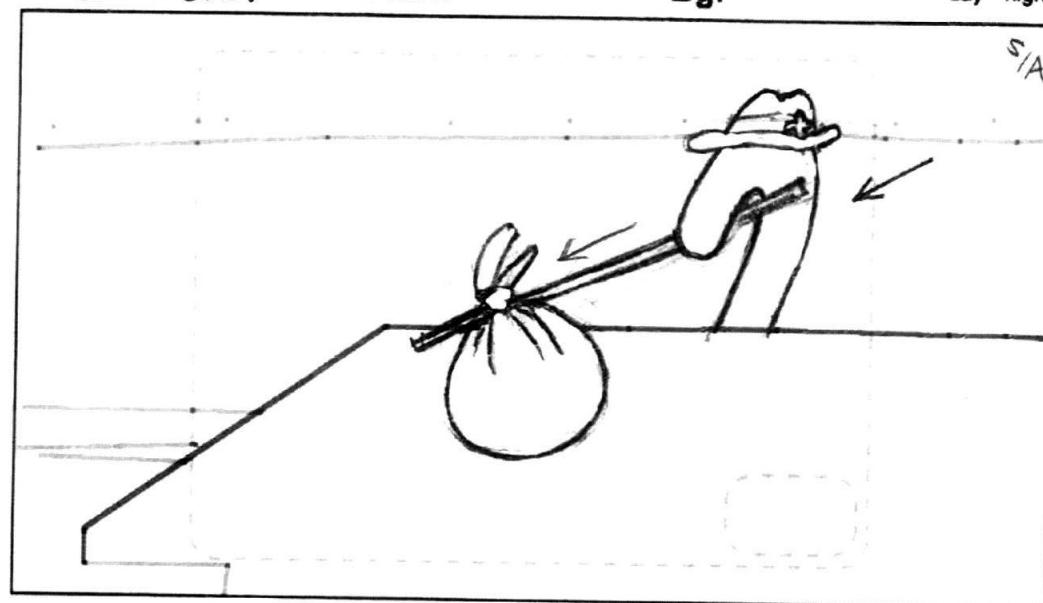
Sc. 20 cont

Pnl.U

Bg.

day night

S/A



Dialog:

Action: ANTIC.

J.T. SHOVES THE STICK THROUGH THE TOP OF
THE BUNDLE, TO MAKE A HOBO'S BINDLE.

DEC 13 2013

Timing:

Production :

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ADVENTURE TIME

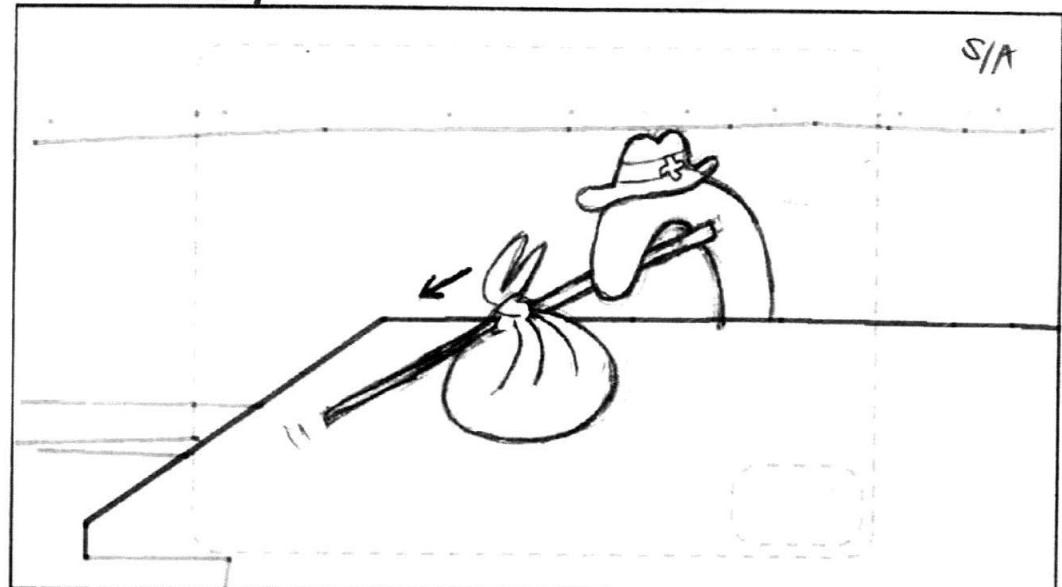


Sc. 20 cont

Pnl.V

Bg.

day night

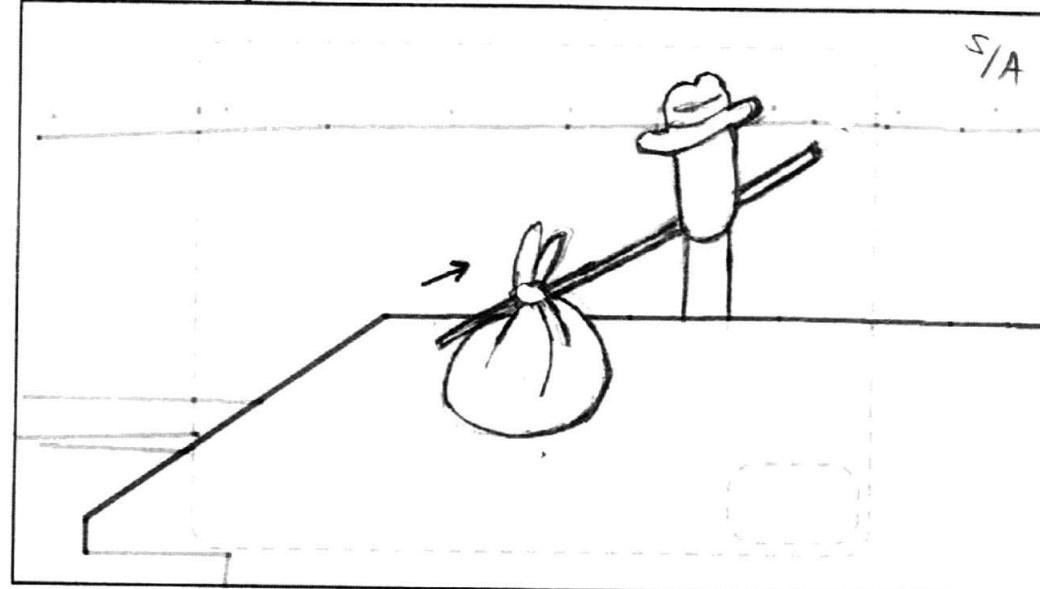


Sc. 20 cont

Pnl.W

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production :

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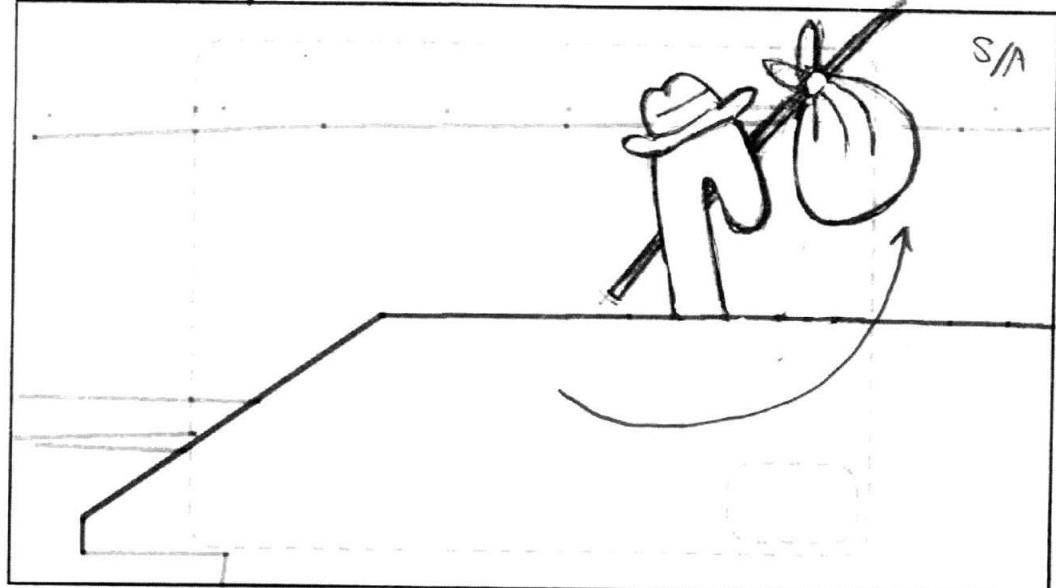


Sc. 20 const

Pnl.X

Bg.

day night

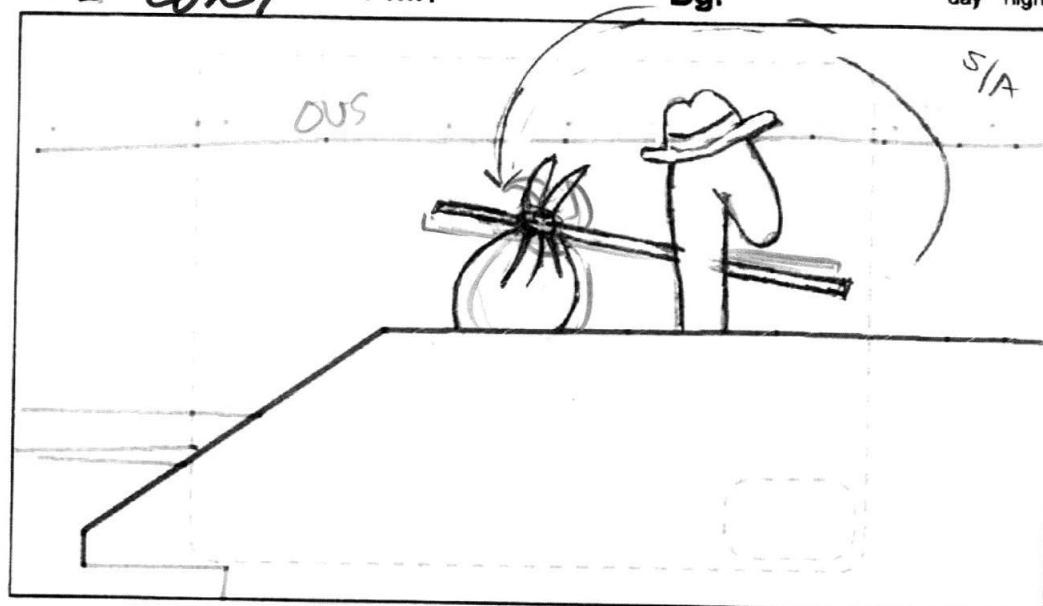


Sc. 20 const

Pnl.Y

Bg.

day night



Dialog:

Action: J.T. WHIPS THE BINDLE AROUND ...

... AND PUTS THE BINDLE ON HIS SHOULDER.

DEC 13 2013

Timing:

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ADVENTURE TIME

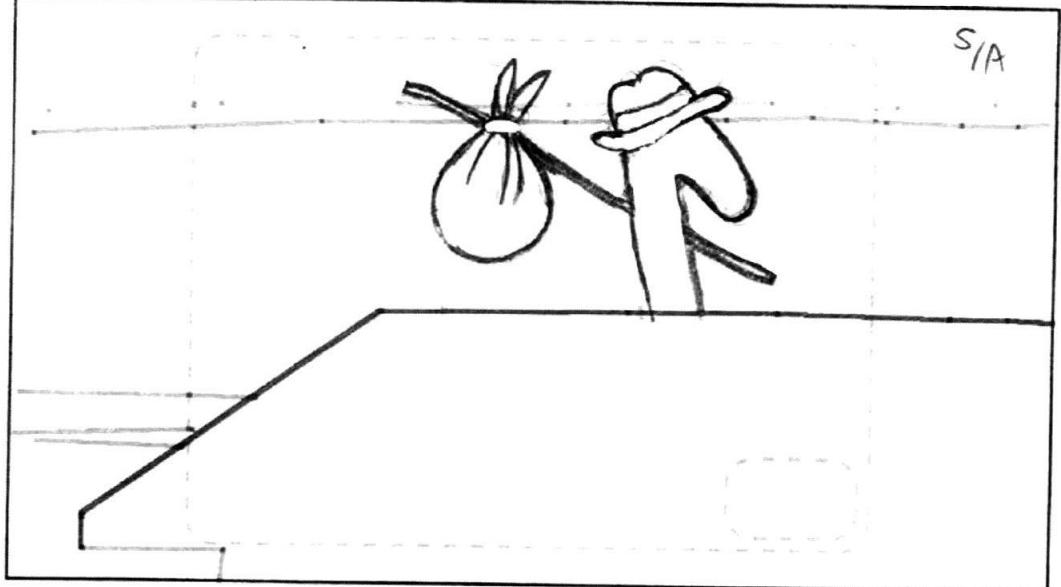


Page 53

Sc. 20 cont Pnl.Z

Bg.

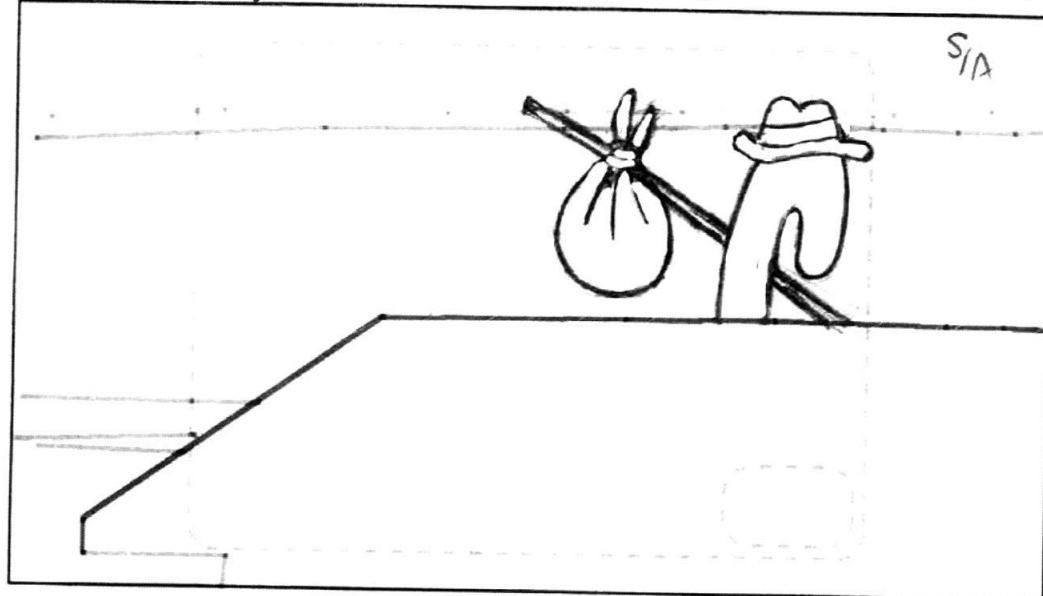
day night



Sc. 20 cont Pnl.ZA

Bg.

day night



Dialog:

Action: 'A POSE' OF THE WAYFARER, READY TO GO.

J.T. STARTS WALKING OFF-SCREEN.

DEC 13 2013

Timing:

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Production :

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ADVENTURE TIME



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Sc. 20 cont

Pnl. ZB

Bg.

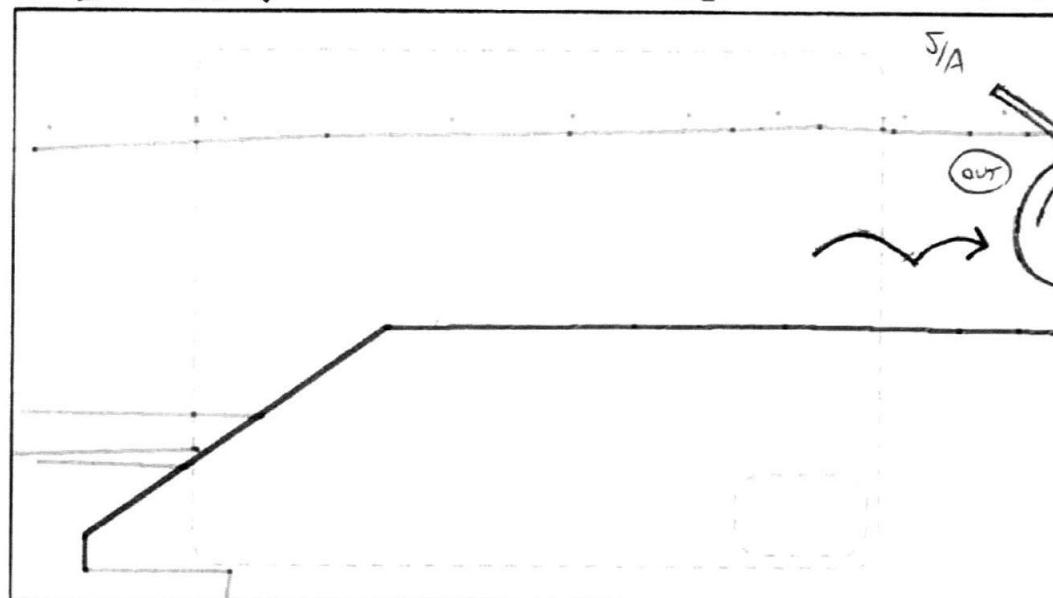
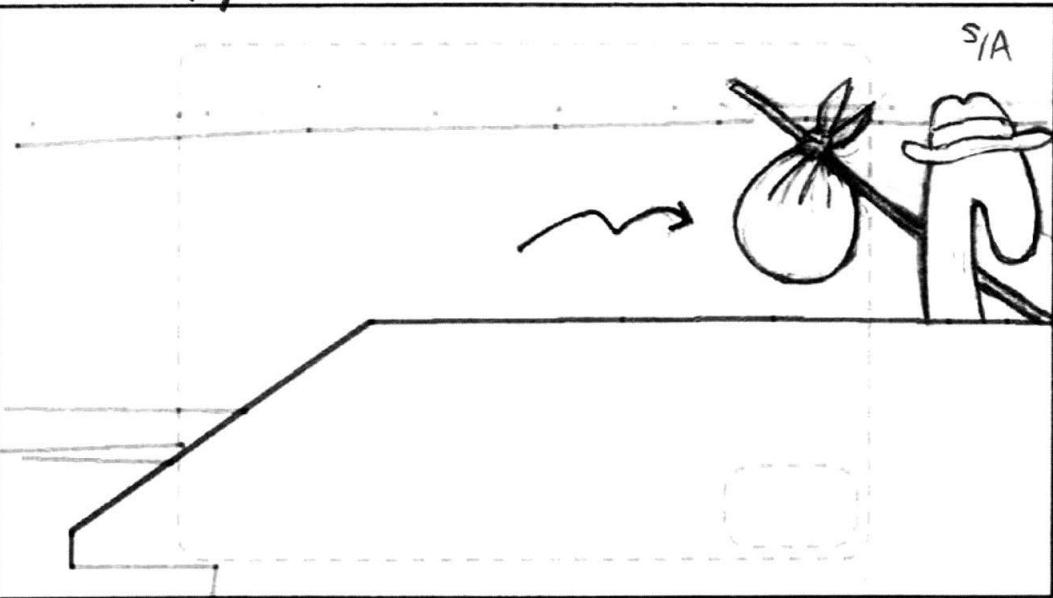
day night

Sc. 20 cont

Pnl. ZC

Bg.

day night



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Dialog:

Action: J.T. WALKS OFF-SCREEN.

DEC 13 2013

Timing:

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Cut

ADVENTURE TIME



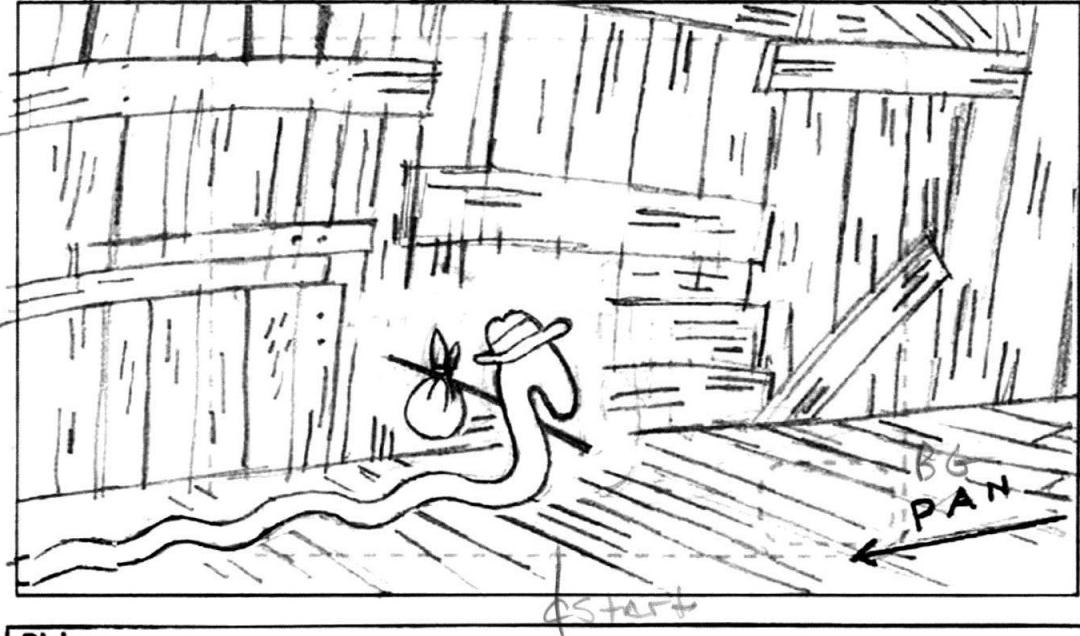
Page 55

Sc. 21

Pnl. A

Bg.

day night



Sc. 21 CONT

Pnl. B

Bg.

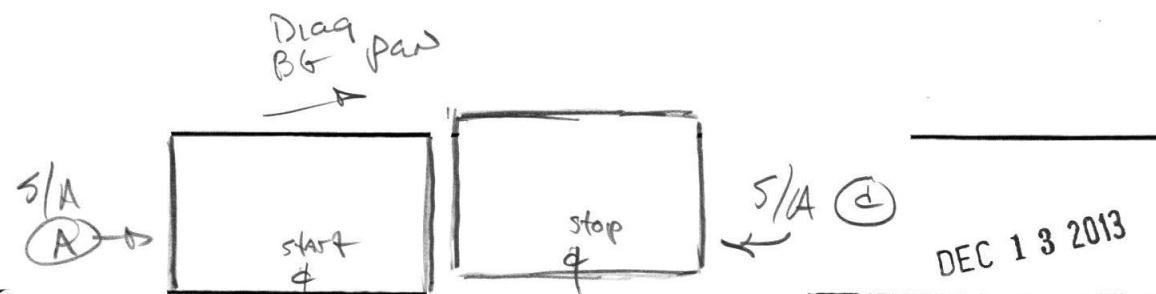
day night



Dialog:

Action: - JAKE'S TAIL WALKS TO THE DOOR.
- PAN W. ACTION

Timing:



ADVENTURE TIME



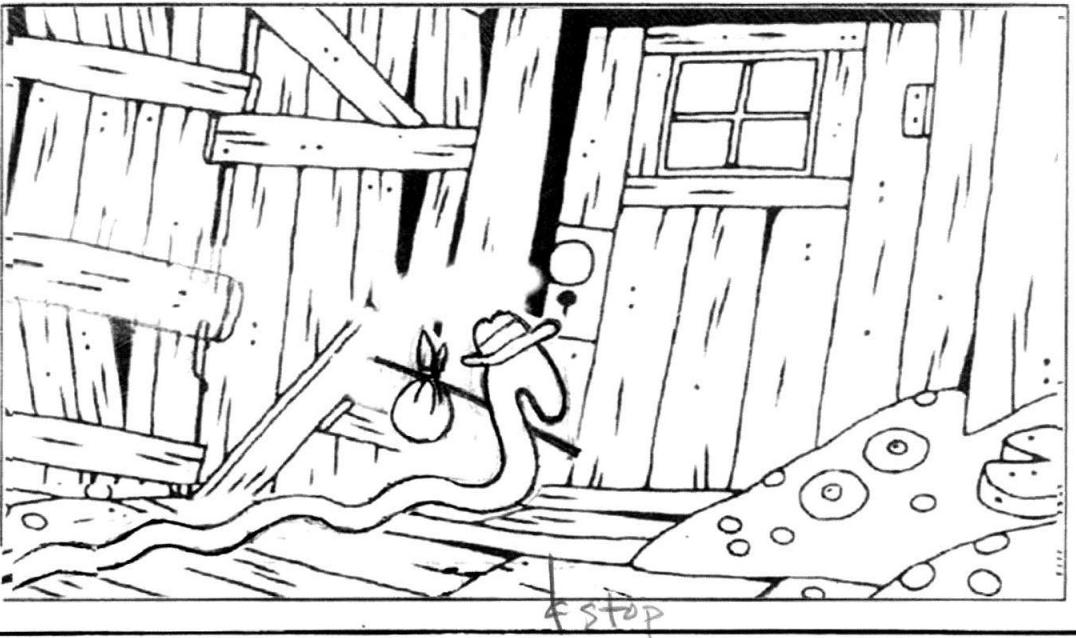
Page 56

Sc. 21 cont

Pnl. C

Bg.

day night

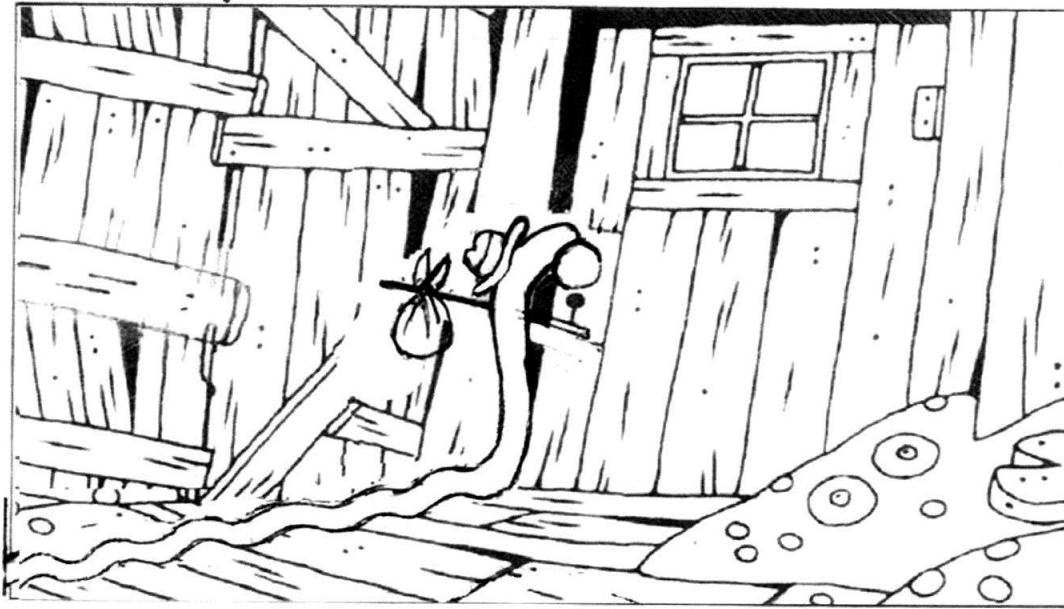


Sc. 21 cont

Pnl. D

Bg.

day night



Dialog:

Action:
- JAKE'S TAIL REACHES THE DOOR.
- STOP PAN.

- JAKE'S TAIL GRABS THE DOORKNOB.

DEC 13 2013

Timing:

EPISODE #

Production:

1025/162

1025/162

1020 / 162

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ADVENTURE TIME



Page 57

Sc 21 cont

Pnl. E

Bg.

day night

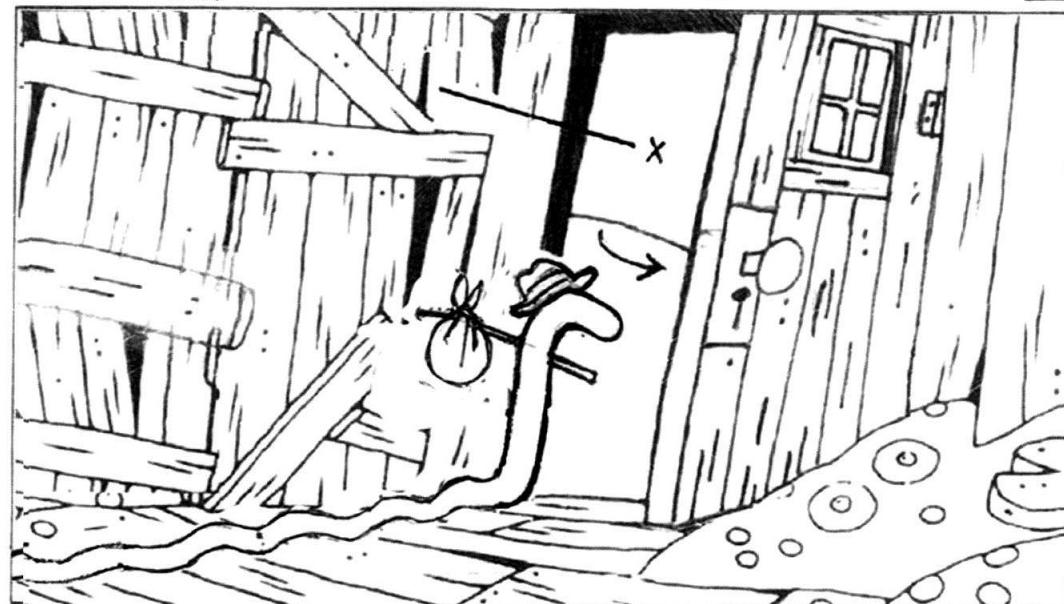


Sc. 21 cont

Pnl. F

Bg.

day night



Dialog:

Action: - TAIL TURNS DOORKNOB

JAKE'S TAIL OPENS THE DOOR.

DEC 13 2013

Timing:

Production:

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1025/162

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ADVENTURE TIME



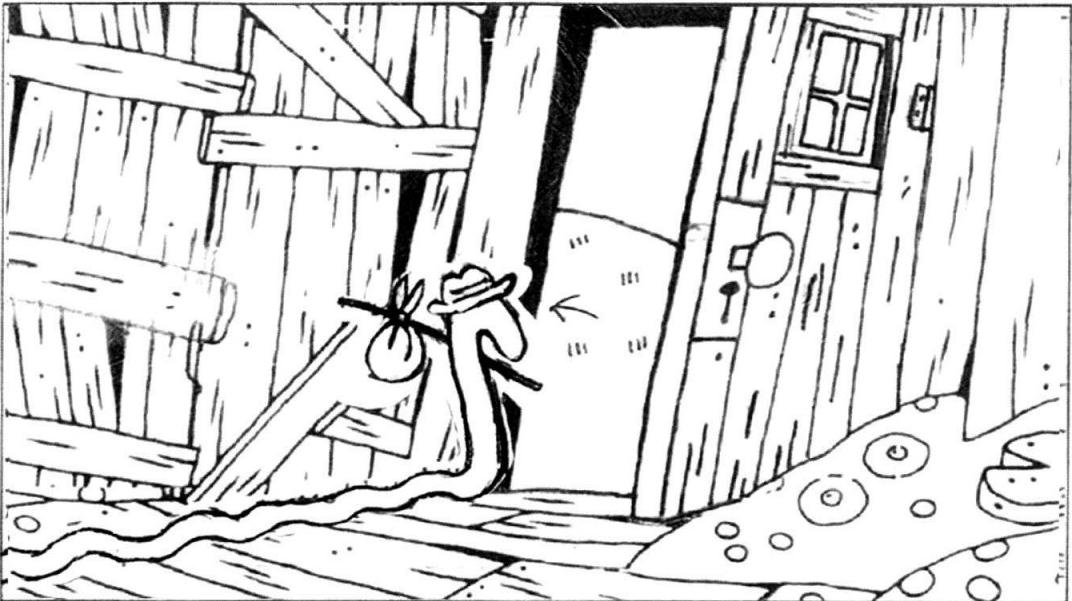
Page 58

Sc.21 cont

Pnl G

Bg.

day night

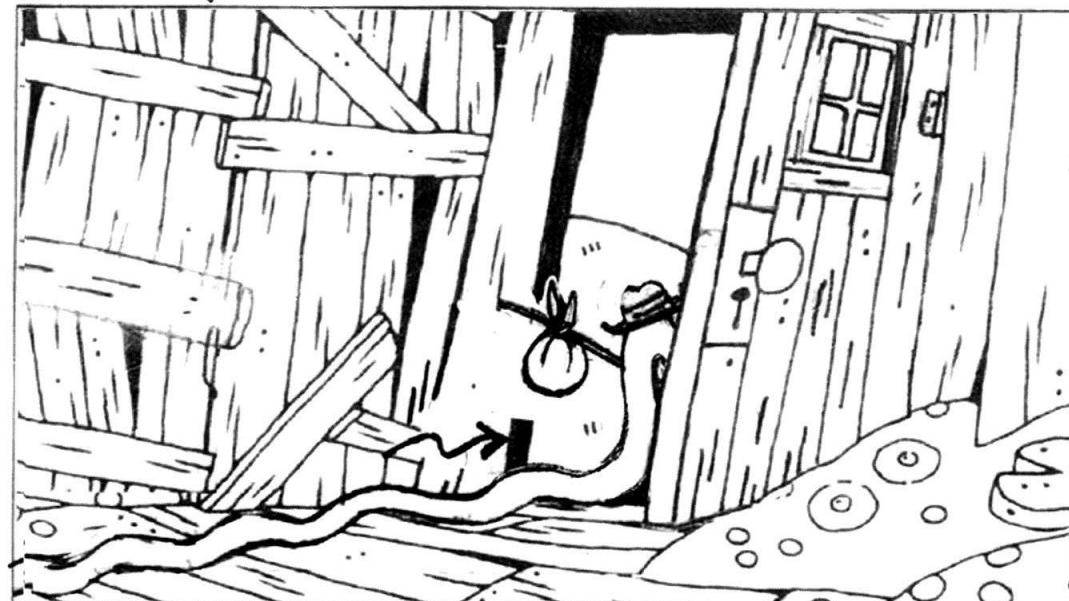


Sc.21 cont

Pnl H

Bg.

day night



Dialog:

Action: HIT POSE. JAKE'S TAIL IS READY TO WALK
OUT INTO THE NIGHT.

JAKE'S TAIL WALKS OUT.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

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ADVENTURE TIME



Page 59

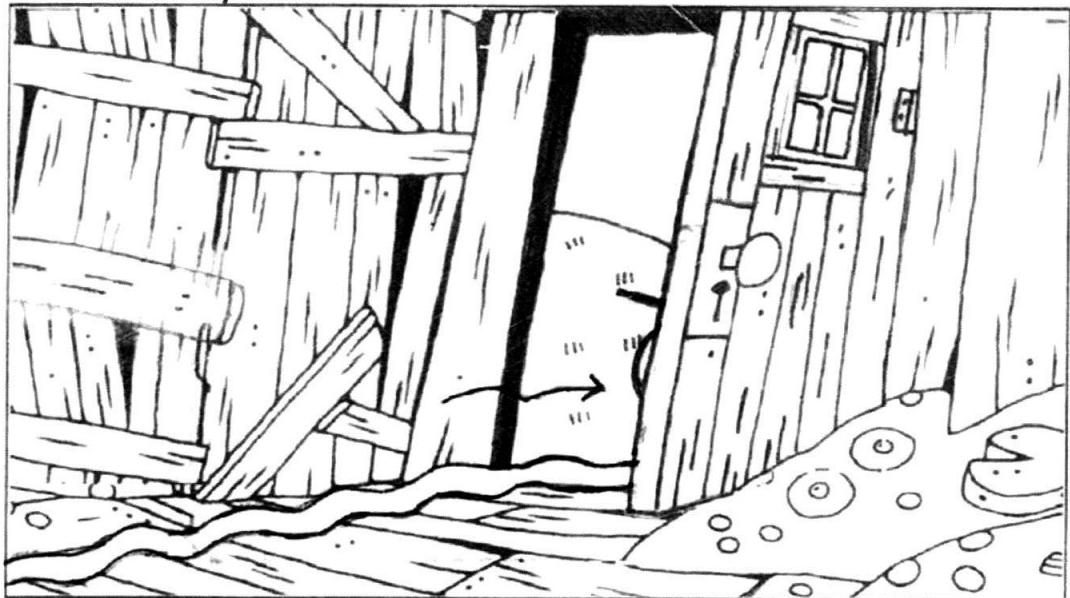
HU
Cut

Sc. 21 cont

Pnl. I

Bg.

day night



Sc. 21 cont

Pnl. J

Bg.

day night



EPISODE #

1025/162

Dialog:

DEC 13 2013

Action:

Timing:

Production :

1025/162

Hot Cut

ADVENTURE TIME



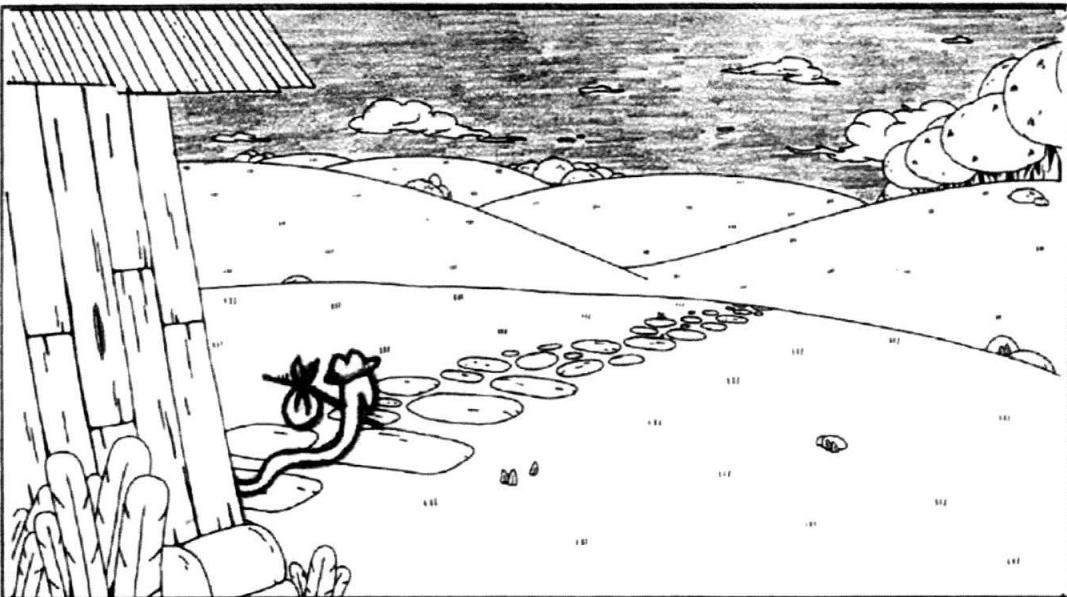
Page 60

Sc. 22

Pnl. A

Bg.

day night

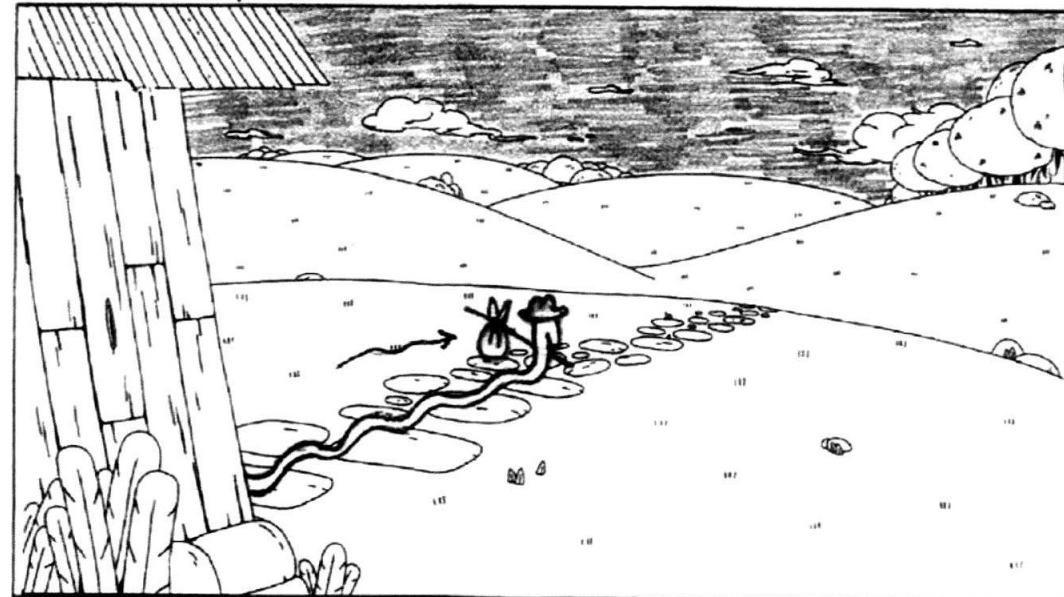


Sc. 22 cont

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production

ADVENTURE TIME



Cut

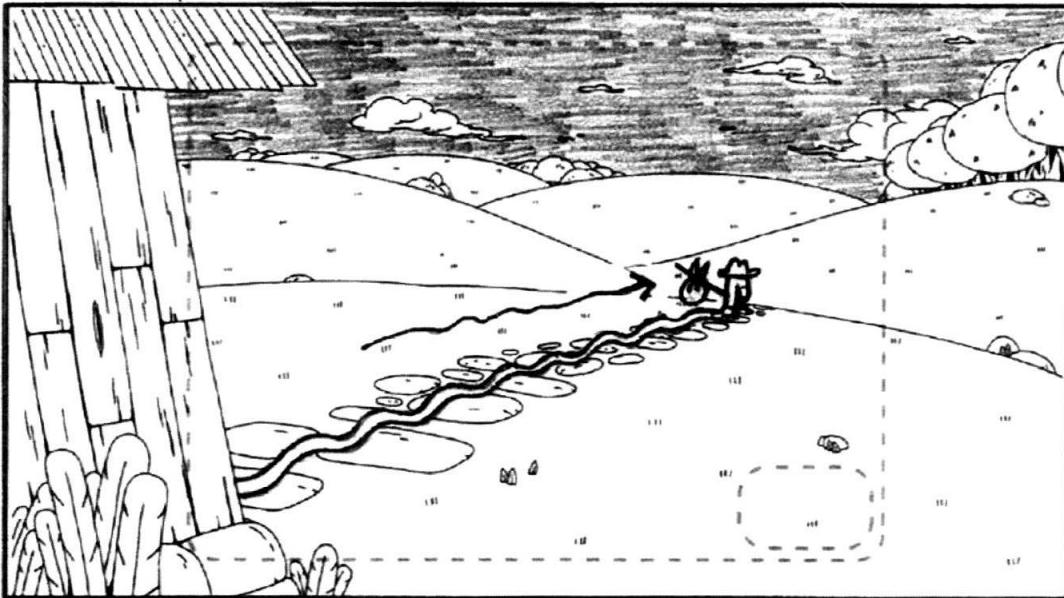
Page 61

Sc. 22 cont

Pnl. C

Bg.

day night

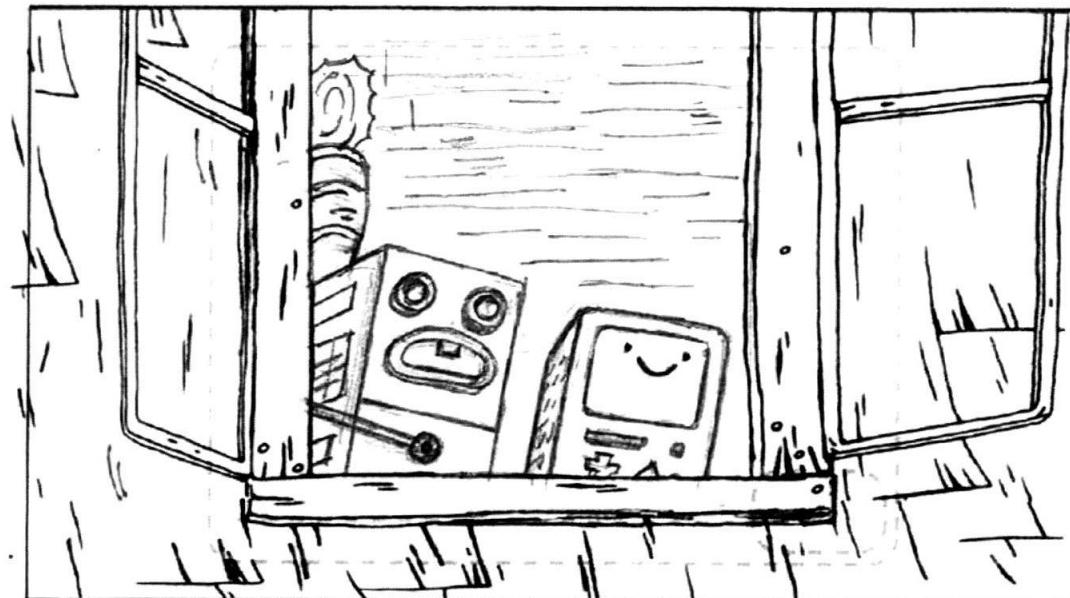


Sc. 23

Pnl. A

Bg.

day night



Dialog:

NEPTR (bewildered): But, where does it go?

Action:

NEPTR AND BMO LOOK OUT A WINDOW AT
JAKE'S TAIL WALKING AWAY INTO THE NIGHT.

DEC 13 2013

Timing:

EPISODE #

Production :

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ADVENTURE TIME



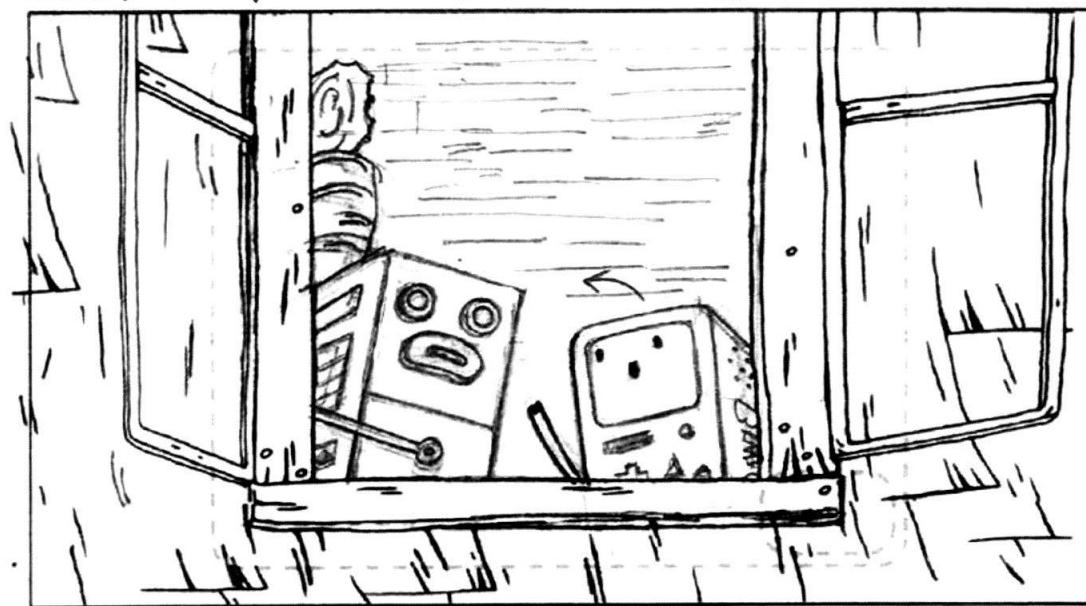
Page 62

Sc. 23 *cont*

Pnl. B

Bg.

day night

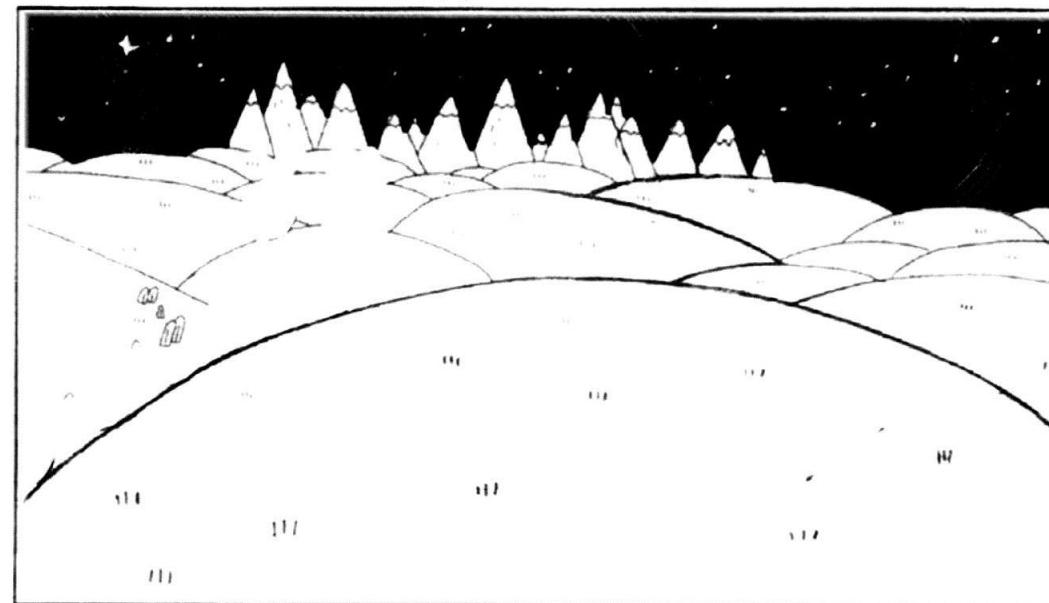


Sc. 24

Pnl. A

Bg.

day night



1025/162

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Dialog: BMO: THAT'S NONE OF OUR BUSINESS.

Action:

DEC 13 2013

Timing:

Production :

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1025/162

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ADVENTURE TIME



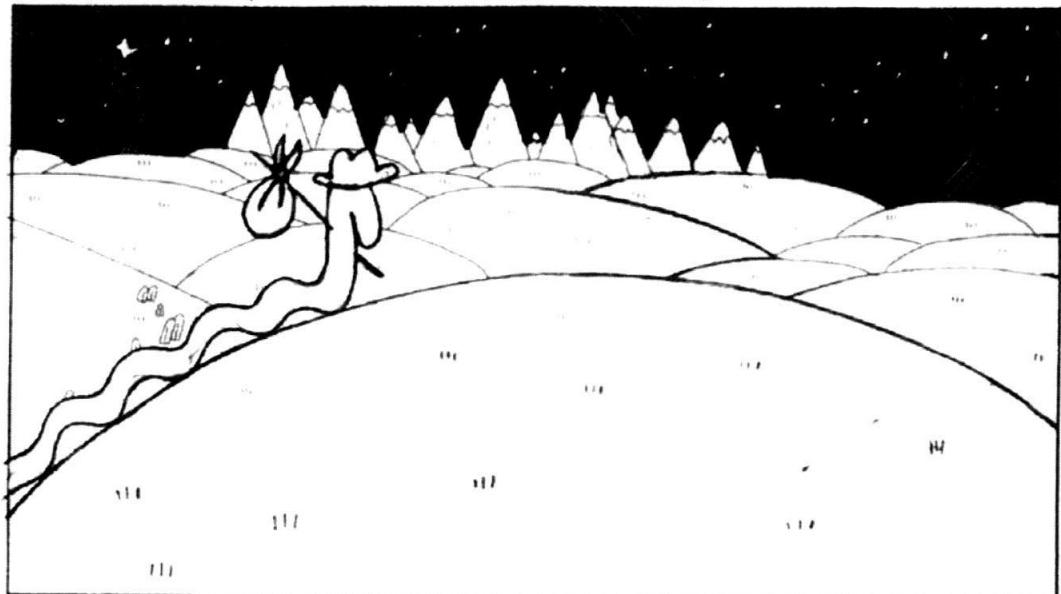
Page 63

Sc. 24 cont

Pnl. B

Bg.

day night

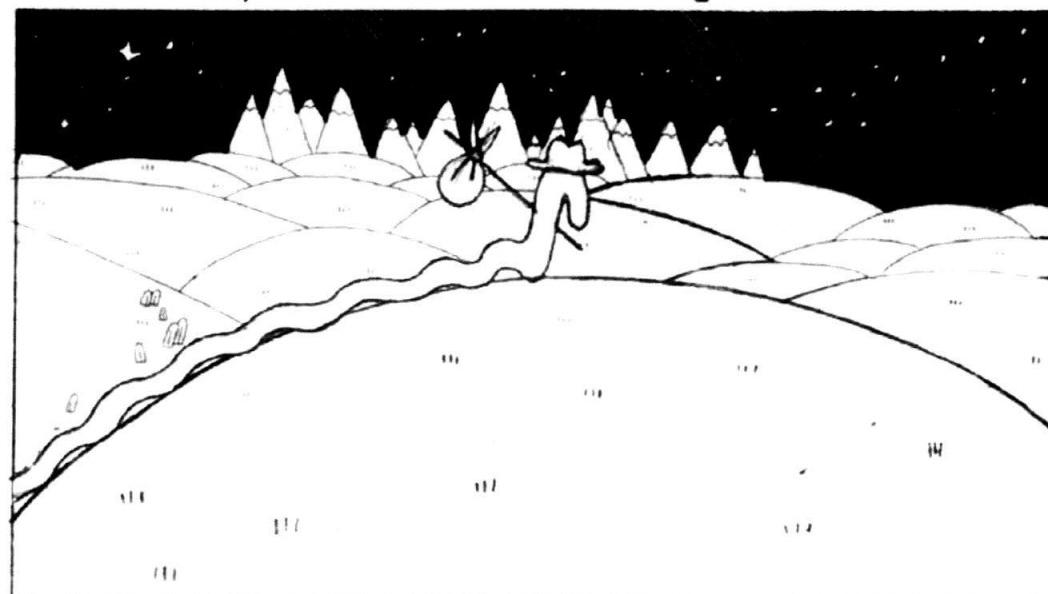


Sc. 24 cont

Pnl. C

Bg.

day night



Dialog:

Action:

JAKE'S TAIL WALKS OVER A HILL.

Timing:

DEC 13 2013

Production:

1025/162

1025/162

ADVENTURE TIME

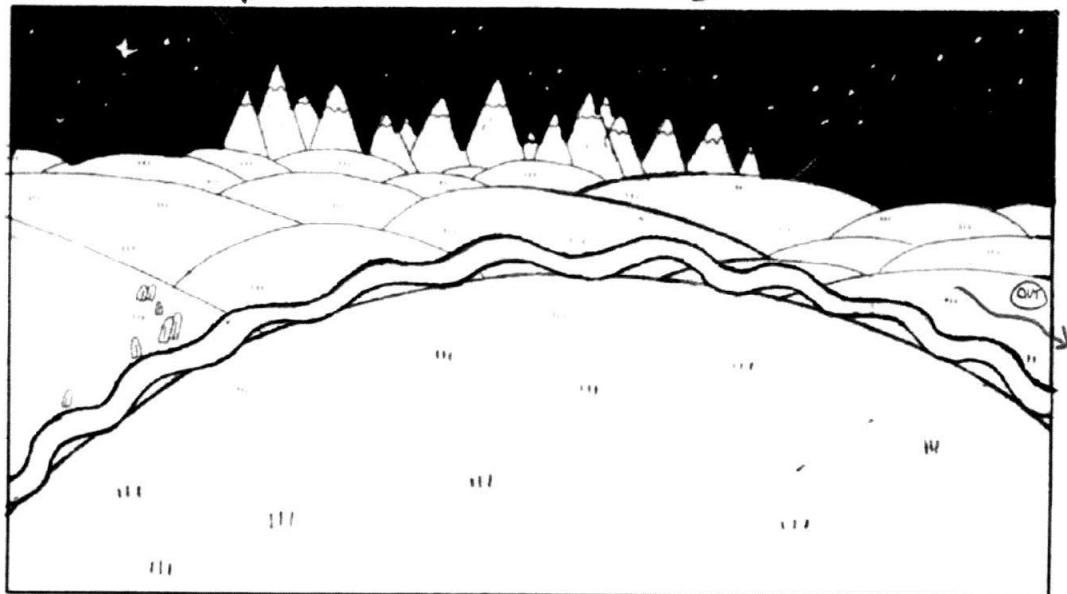


Sc. 24 cont

Pnl.

Bg.

day night

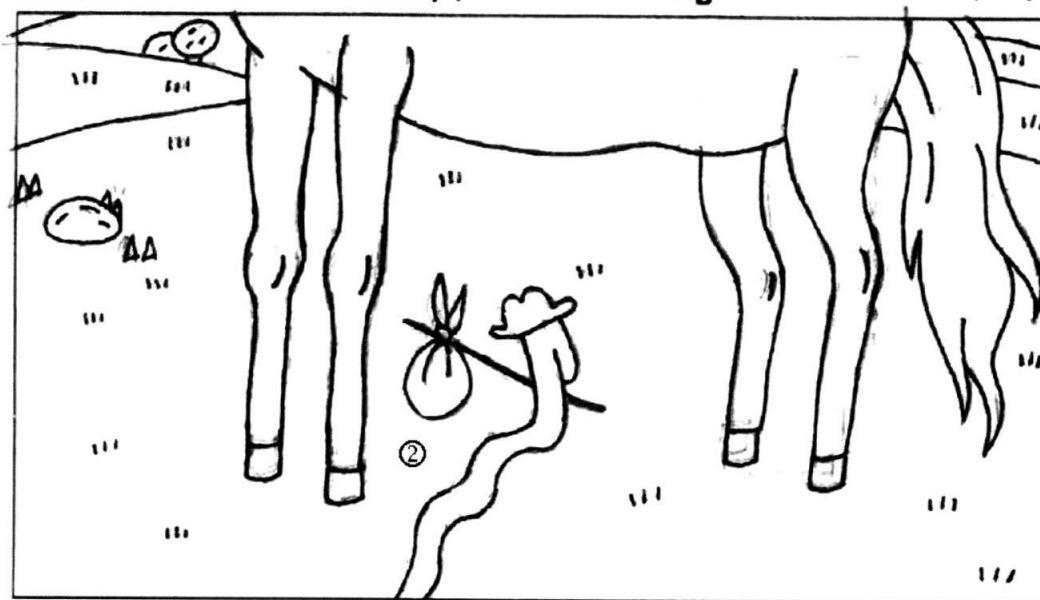


Sc. 25

Pnl. A

Bg.

day night



Page 64

EPISODE #

Dialog:

Action:

JAKE'S TAIL WALKS UNDER A SLEEPING HORSE.

Timing:



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ADVENTURE TIME



Page 65

day night

Sc. 25 cont

Pnl. B

Bg.

day night

Sc. 25 cont

Pnl. C

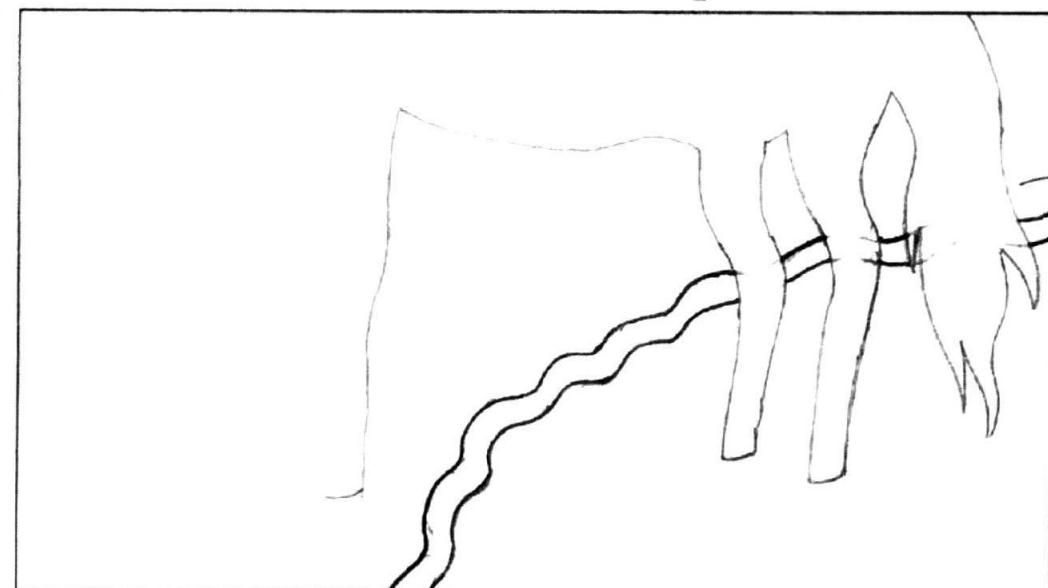
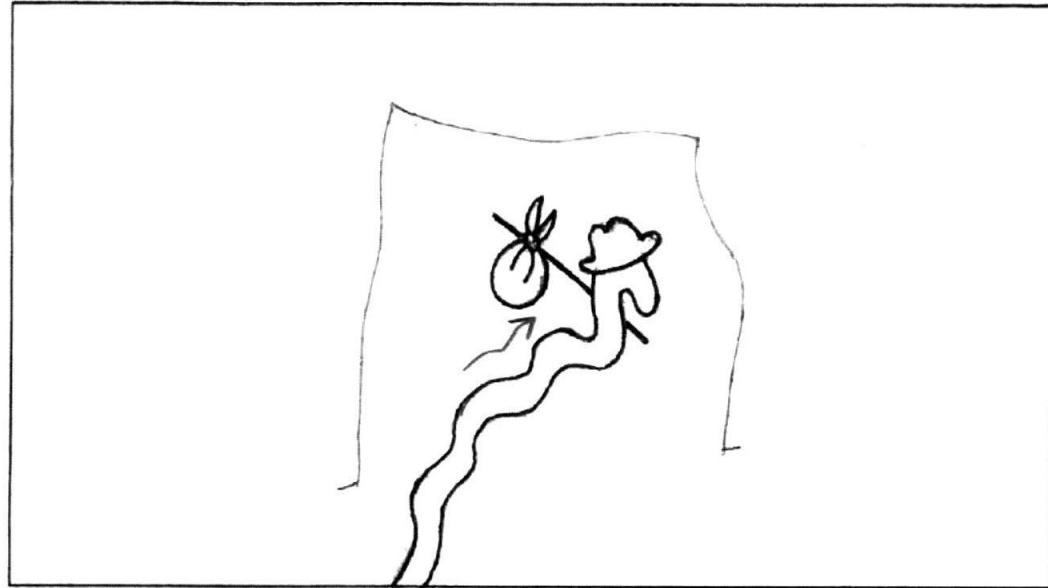
Bg.

day night

CUT

EPISODE #

1025/162



Dialog:

Action:

- TAIL WALKS OFF

DEC 13 2013

Timing:

Production :

1025/162

1025/162

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ADVENTURE TIME



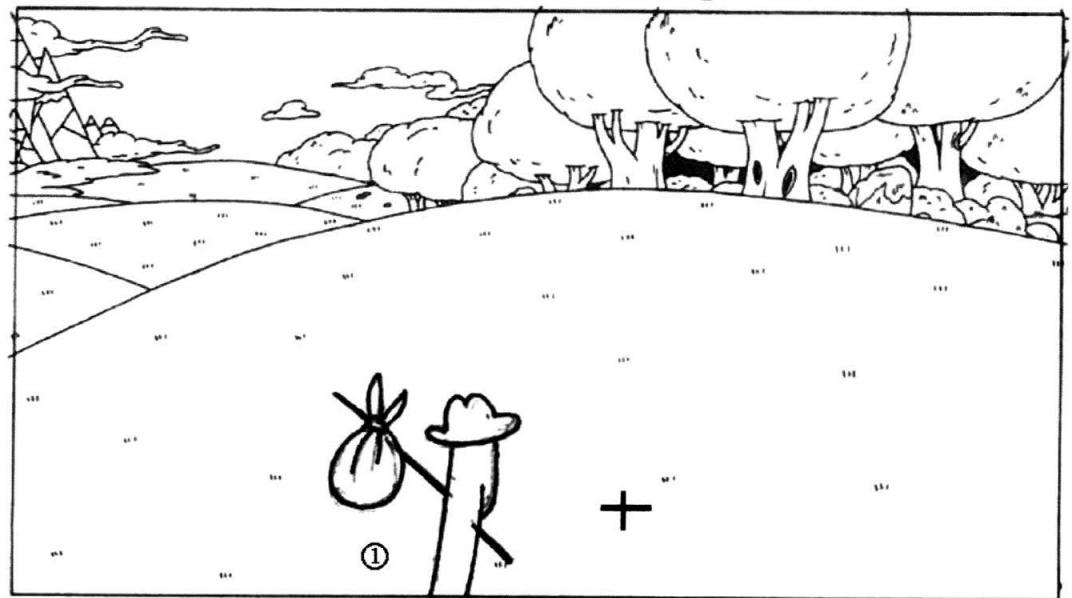
Page 66

Cut
Sc. 26

Pnl. A

Bg.

day night

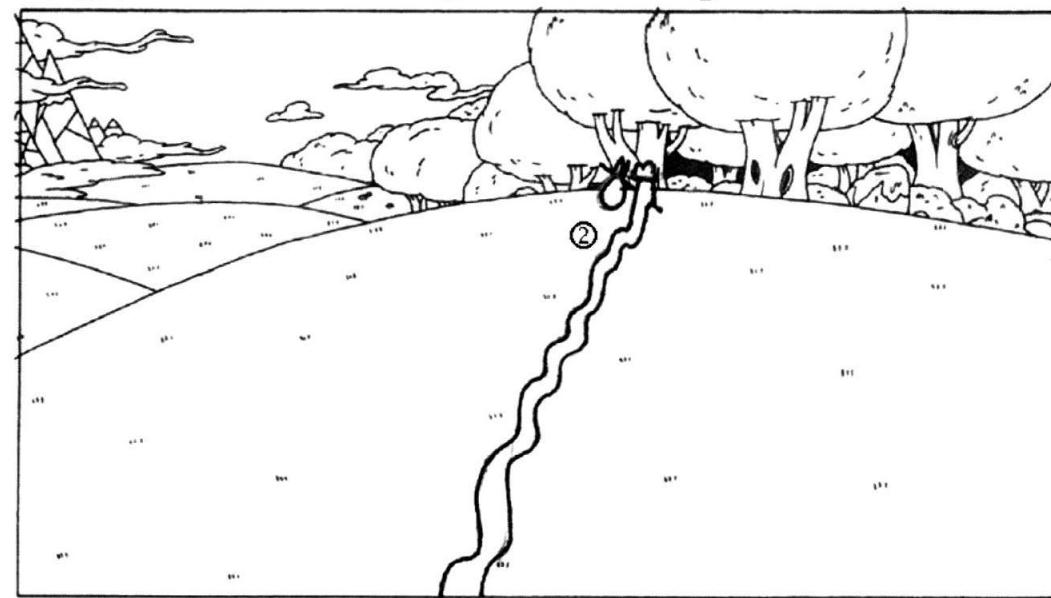


Sc. 26 cont

Pnl. B

Bg.

day night

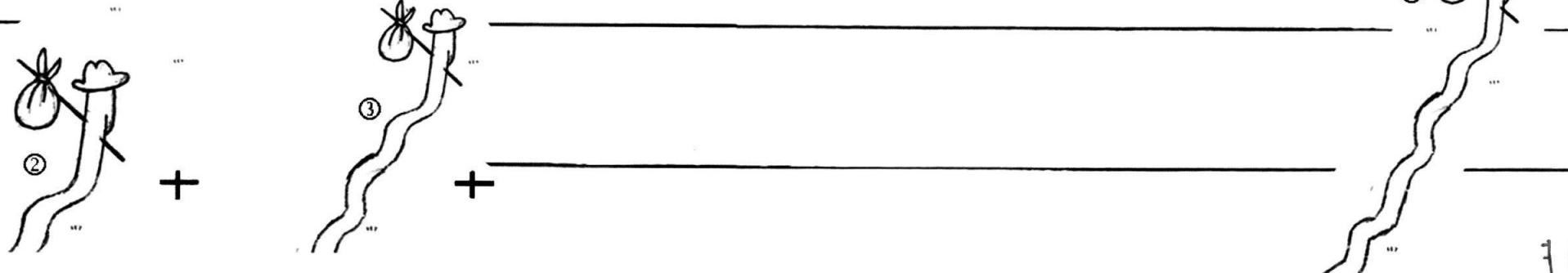


Dialog:

DEC 13 2013

Action: JAKE'S TAIL WALKS OVER A HILL,
INTO THE DISTANCE.

Timing:



Production :

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ADVENTURE TIME

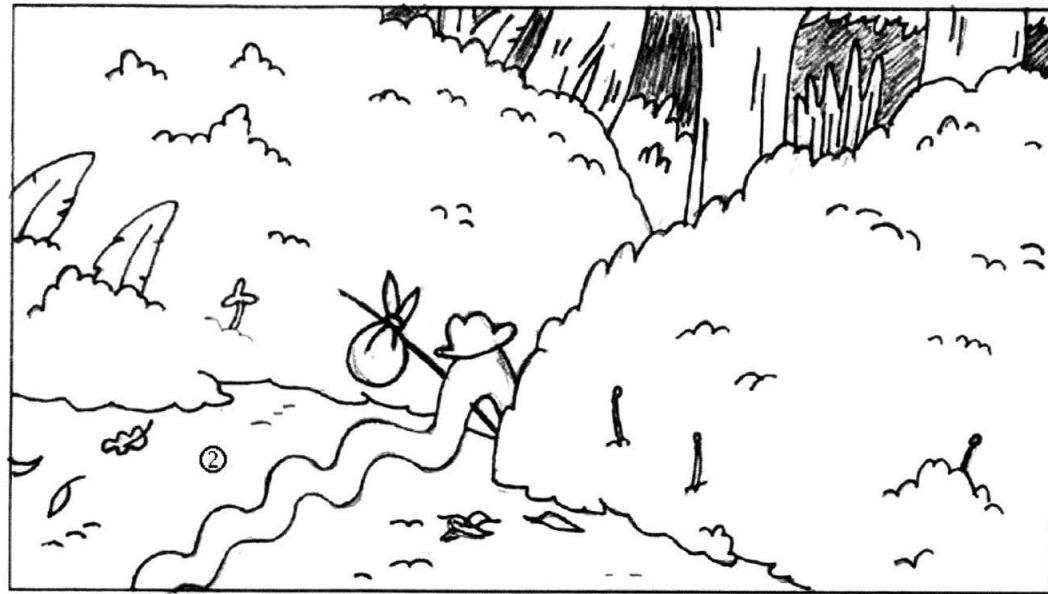


Sc. 27

Pnl. A

Bg.

day night



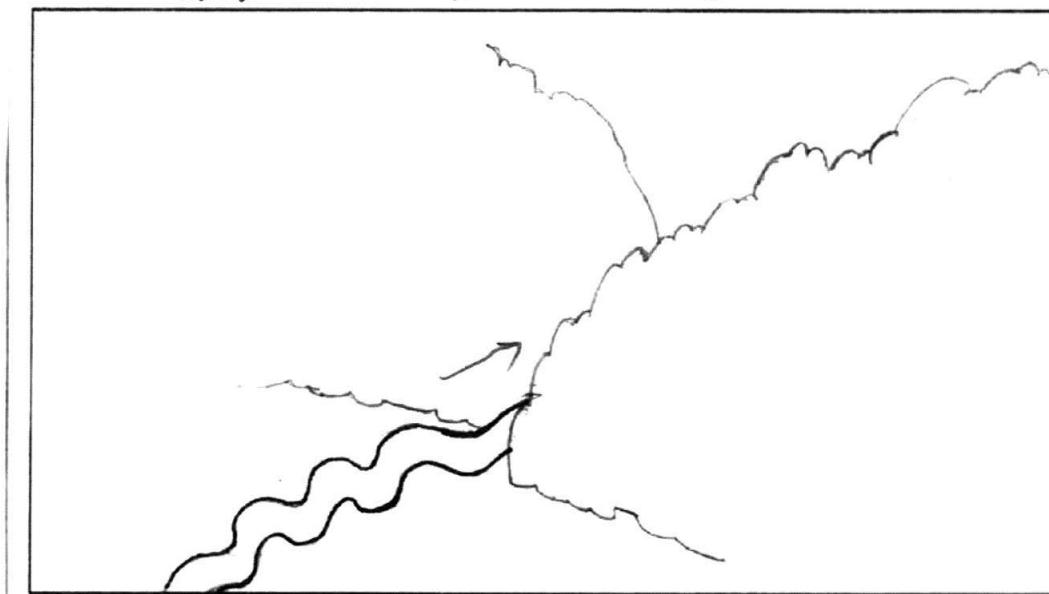
Sc. 27 cont

Pnl. B

Bg.

Page 67
67 ANEXT
day night

Cut



Dialog:

SFX : * RUSTLING *

Action: JAKE'S TAIL WALKS INTO THE FOREST.

IN

DEC 13 2013

Timing:



Production :

EPISODE #

1025 / 162

1025 / 162

ADVENTURE TIME

Cut
Sc. 28

Pnl. A

Bg.

day night



Sc. 28 CONT

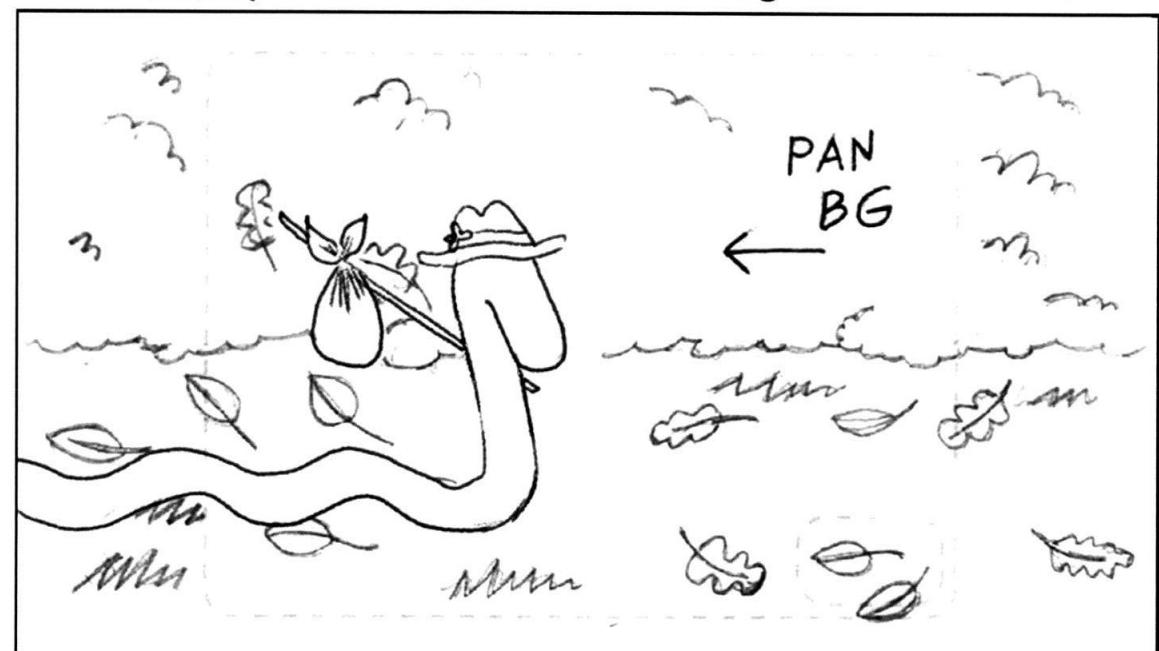
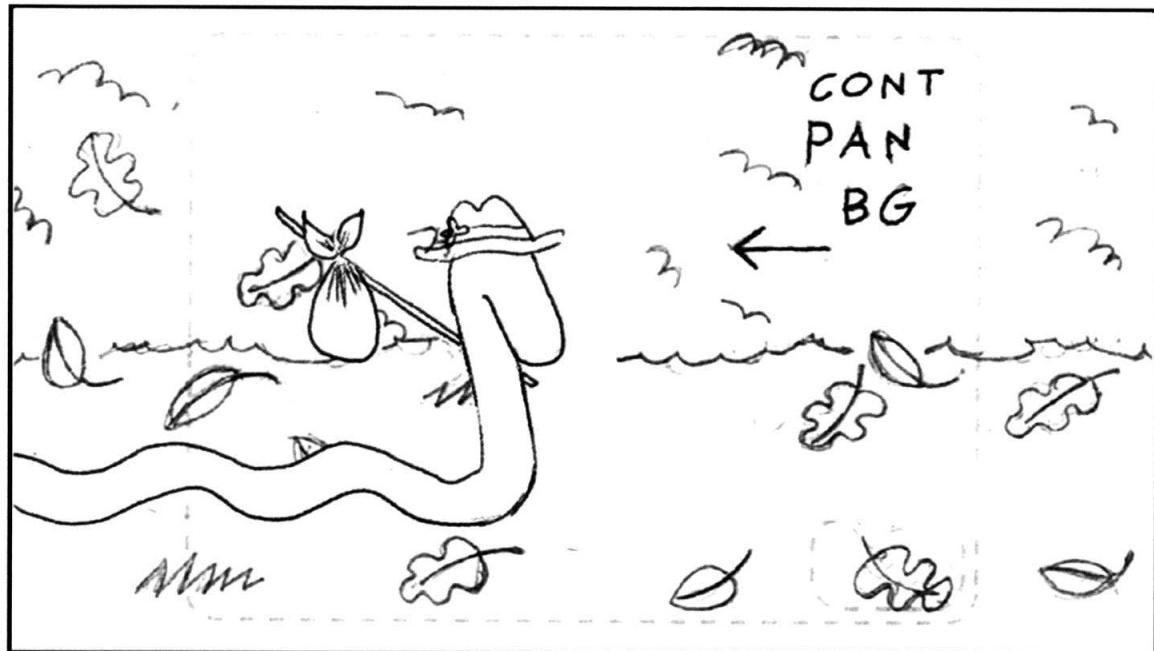
Pnl. B

Bg.

Page 67A
GONE
day night

NO SC
29

Cut



Dialog:

TICKET SELLER (WAVING A CANE): TICKETS! GET YA'
TICKETS HERE! SEE THE WORLD'S

Action:

DEC 13 2013

Timing:

EPISODE #
1025/162

Production:

1025/162

1025/162

Cut

ADVENTURE TIME



Page 68

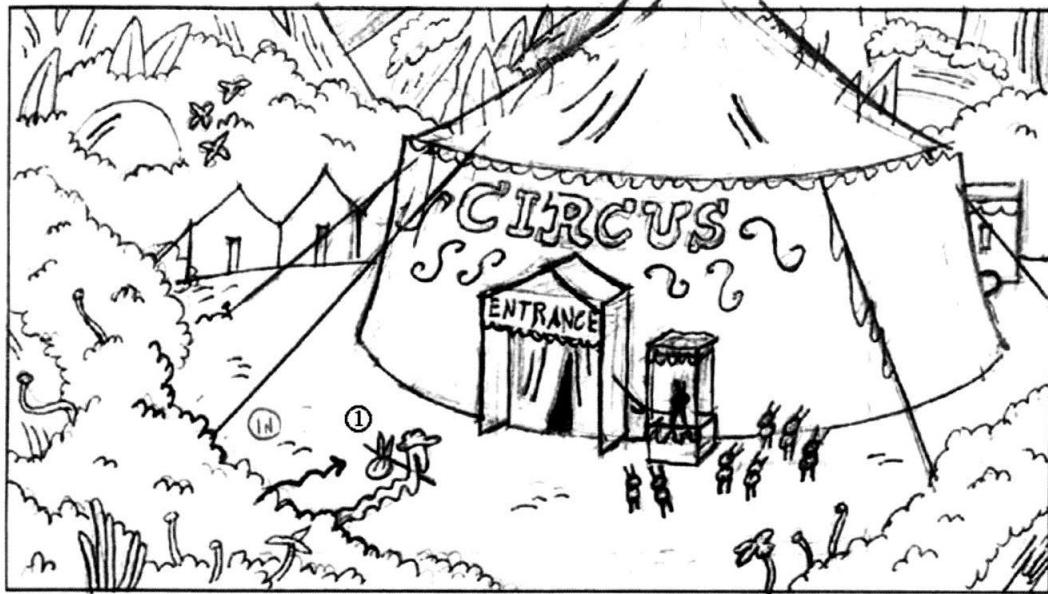
Cut

Sc. 30

Pnl. A

Bg.

day night



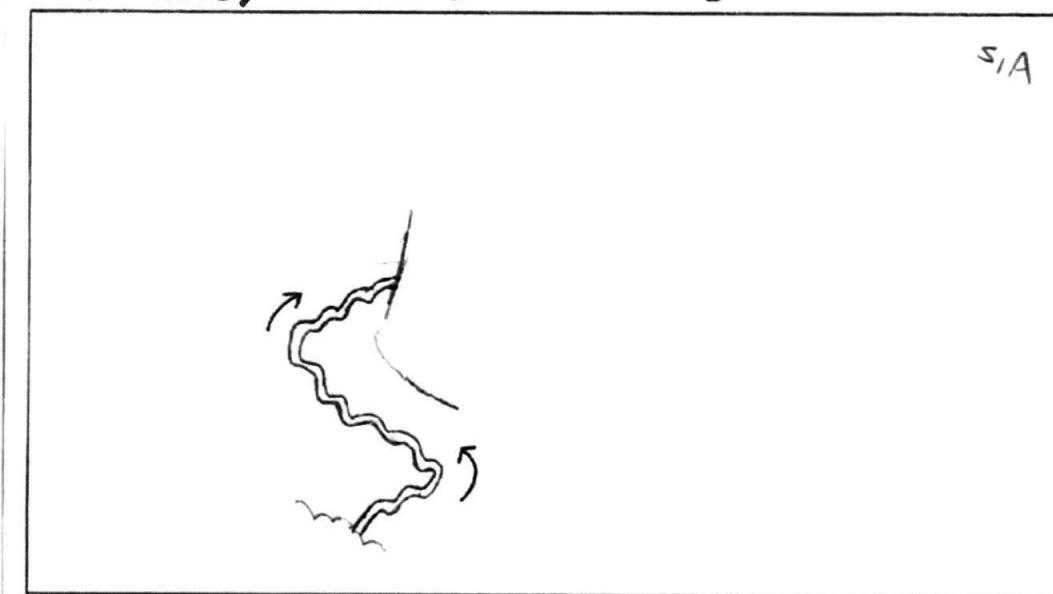
Sc. 30 cont

Pnl. B

Bg.

day night

S/A



EPISODE #

1025/162

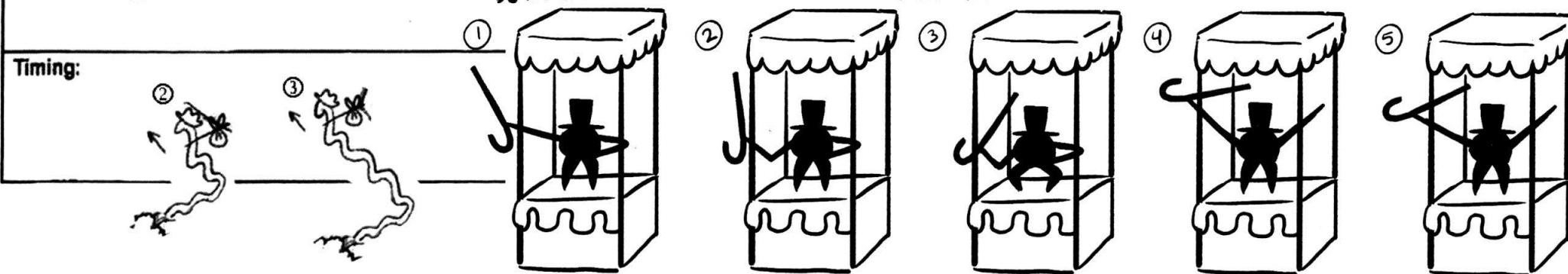
Dialog: TICKET SELLER (WAVING A CANE): ① GREATEST
② TINY ③ CIRCUS!

TICKET SELLER: ③ WITNESS THE ④ AMAZING
⑤ WOOD-EATING ④ TERMITE - .

DEC 13 2013

Action: JAKE'S TAIL ENTERS A CLEARING WHERE THERE'S A CIRCUS TENT. DETAIL:

Timing:



JAKE'S TAIL WALKS AROUND THE TENT, GOING BEHIND IT.

1025/162

ADVENTURE TIME



Page 69

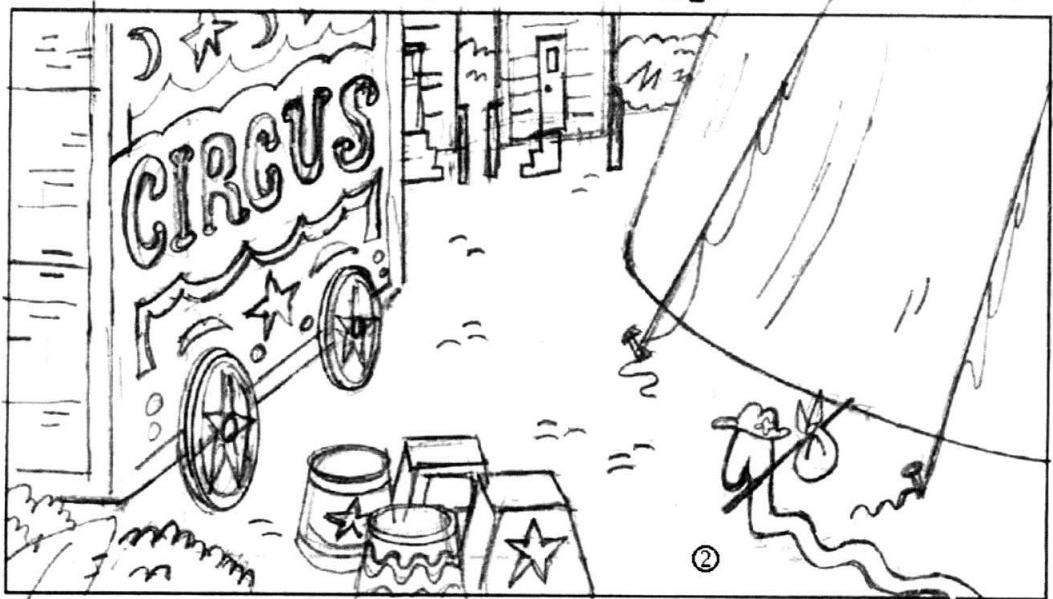
day night

Cut
Sc. 31

Pnl. A

Bg.

day night



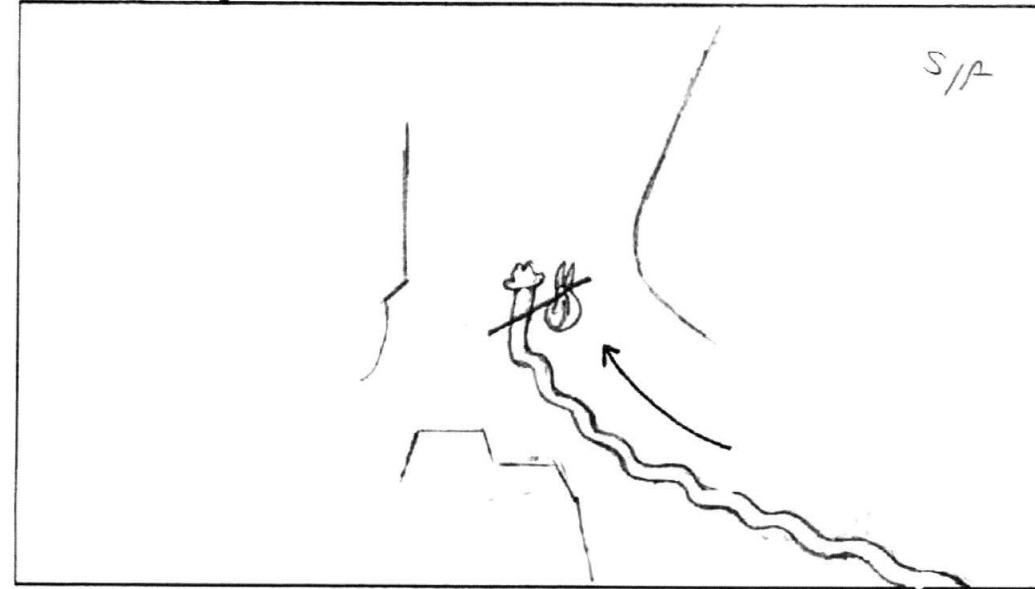
Sc. 31 cont

Pnl. B

Bg.

day night

Cut



Dialog:

TICKET SELLER: (0.5) THE MIGHTY STRONGANT!

TICKET SELLER : (0.5)
... WE GOT A BEARDED GNAT!

Action: JAKES TAIL CONTINUES WALKING, NOW AT THE BACK SIDE OF THE TENT.

DEC 13 2013

Timing:



EPISODE #

Production :

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1025/162

1025/162

Cut
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ADVENTURE TIME



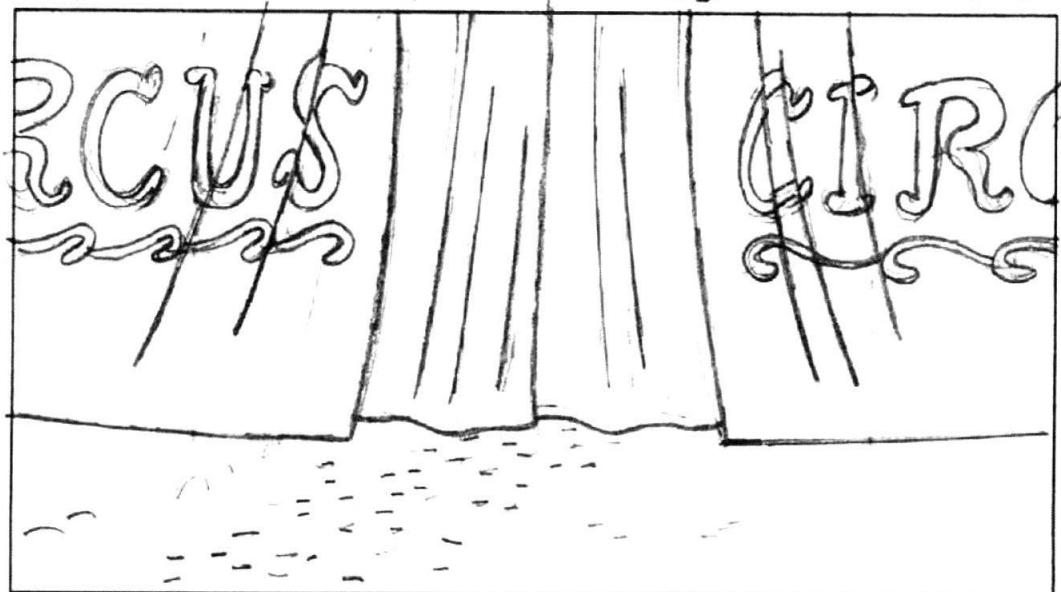
Page 70

Sc. 32

Pnl. A

Bg.

day night

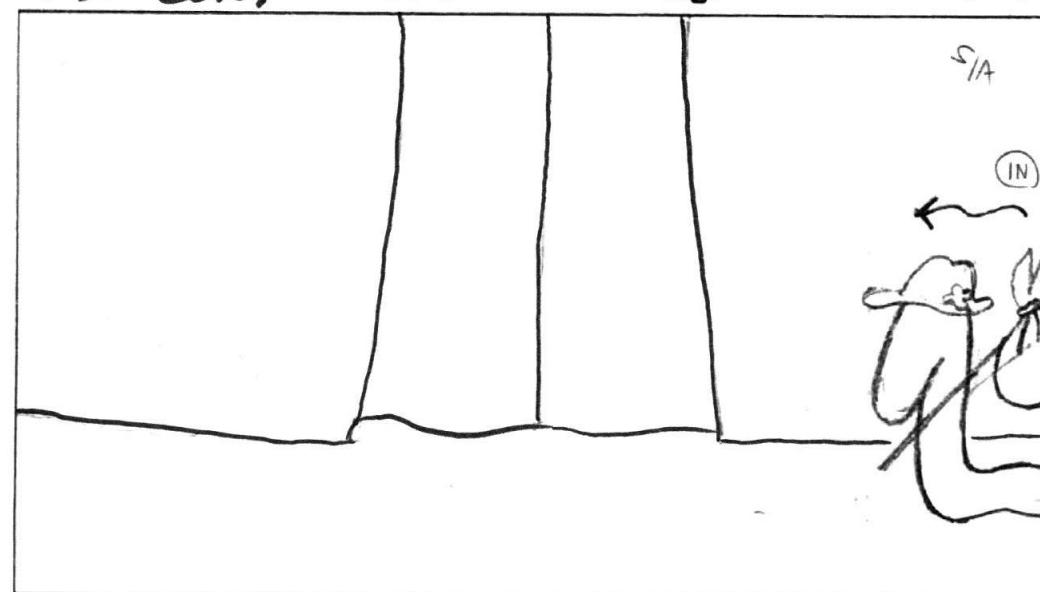


Sc. 32 cont

Pnl. B

Bg.

day night



Dialog:

Action: ON ONE OF THE ENTRANCES TO THE CIRCUS TENT.

JAKE'S TAIL WALKS INTO THE SCENE.

DEC 13 2013

Timing:

EPISODE #
Production:

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ADVENTURE TIME



Page 71

Sc. 32 cont

Pnl. C

Bg.

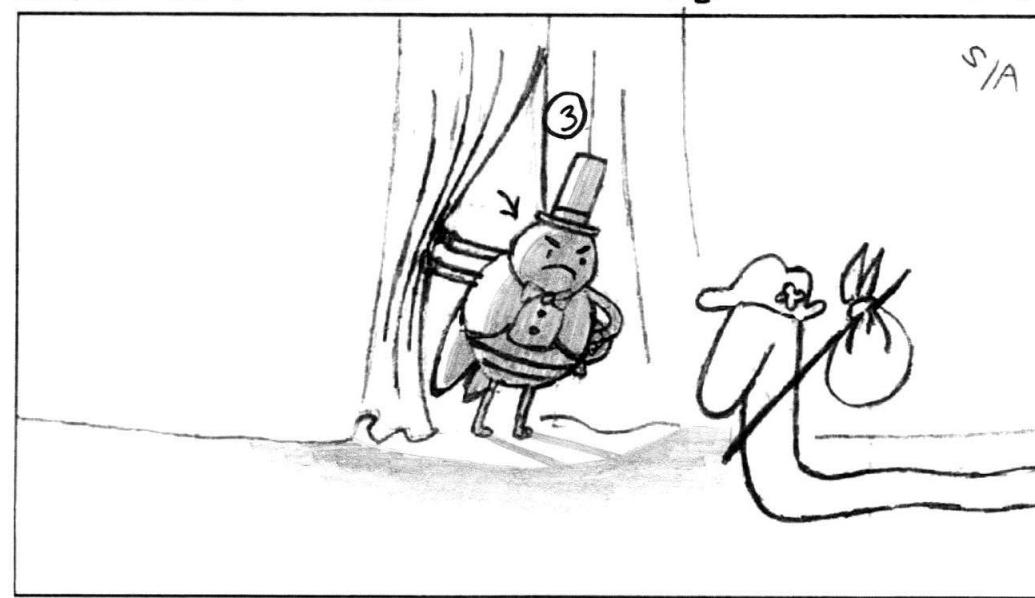
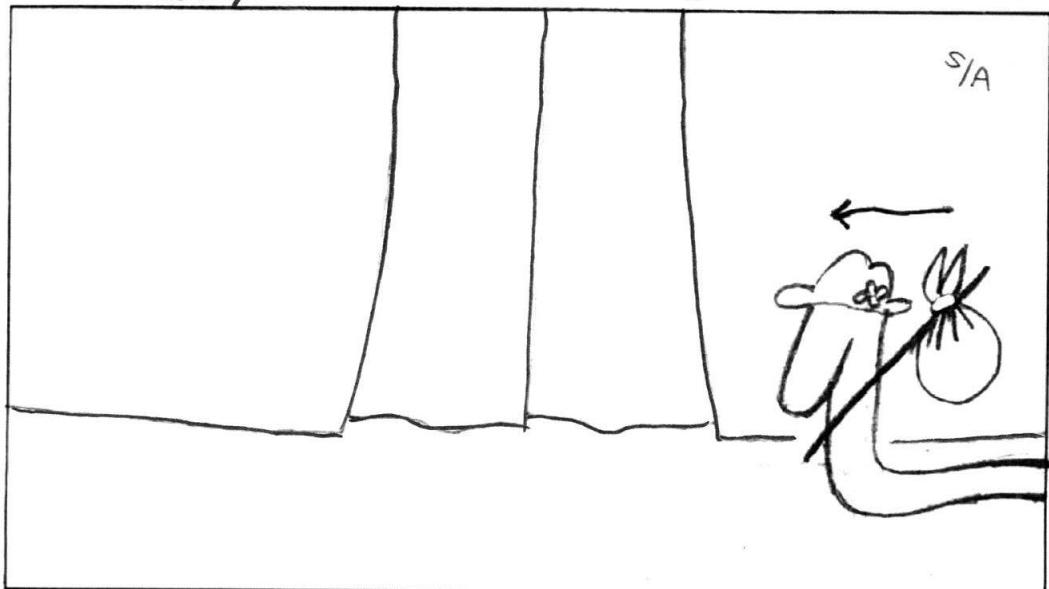
day night

Sc. 32 cont

Pnl. D

Bg.

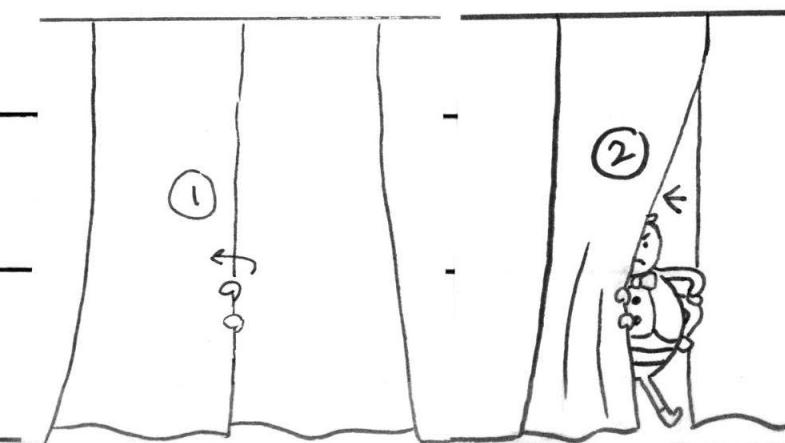
day night



Dialog:

Action: CONT.
JAKE'S TAIL
WALKING IN.

Timing:



SFX: *SHFF*

- THE RINGMASTER POPS OUT OF THE ENTRANCE TO THE TENT
- JAKE'S TAIL STOPS WALKING.

DEC 13 2013

Production :

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ADVENTURE TIME



Page 72

Sc. 32 CONT

Pnl. E

Bg.

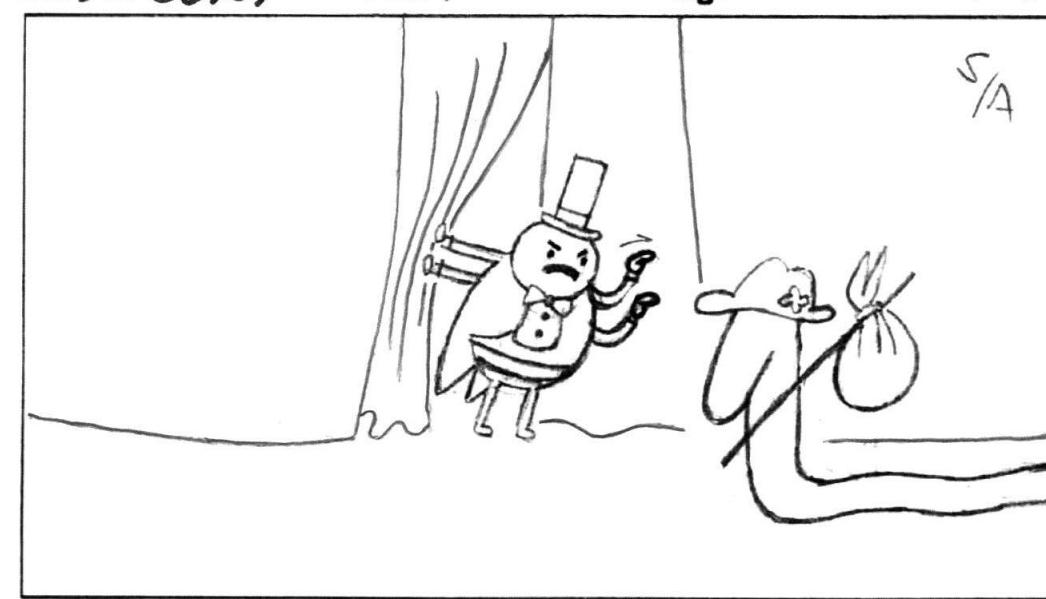
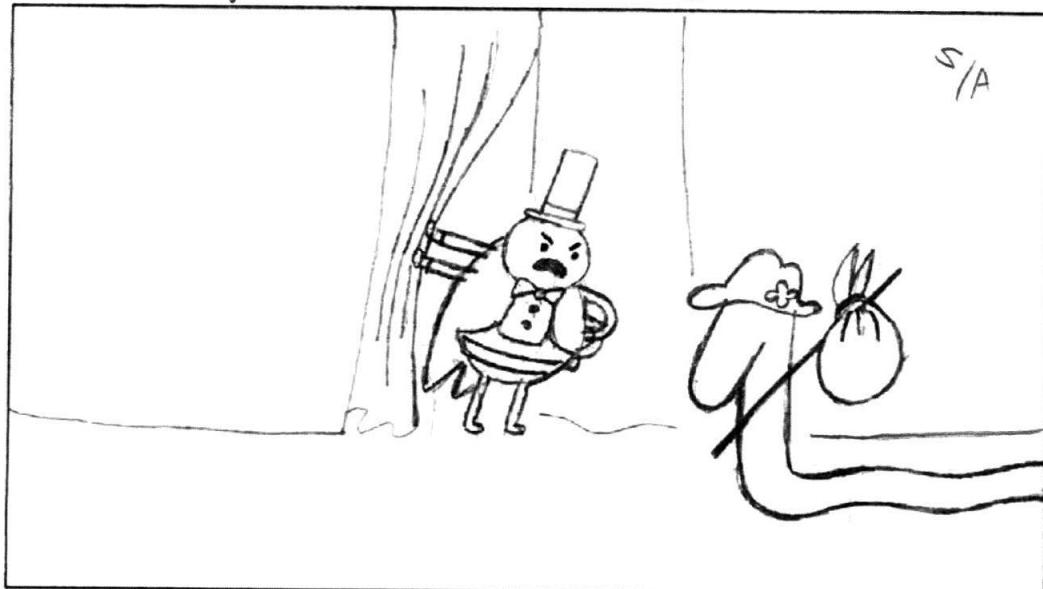
day night

Sc. 32 CONT

Pnl. F

Bg.

day night



Dialog: RINGMASTER: YOU'RE LATE, BLUE NOSE!

RINGMASTER: GET INTO MAKEUP.

Action: RINGMASTER SNAPS AT JAKE'S TAIL
('BLUE NOSE'.)

DEC 13 2013

Timing:

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Production :

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ADVENTURE TIME



Page 73

Sc. 32 cont

Pnl. G

Bg.

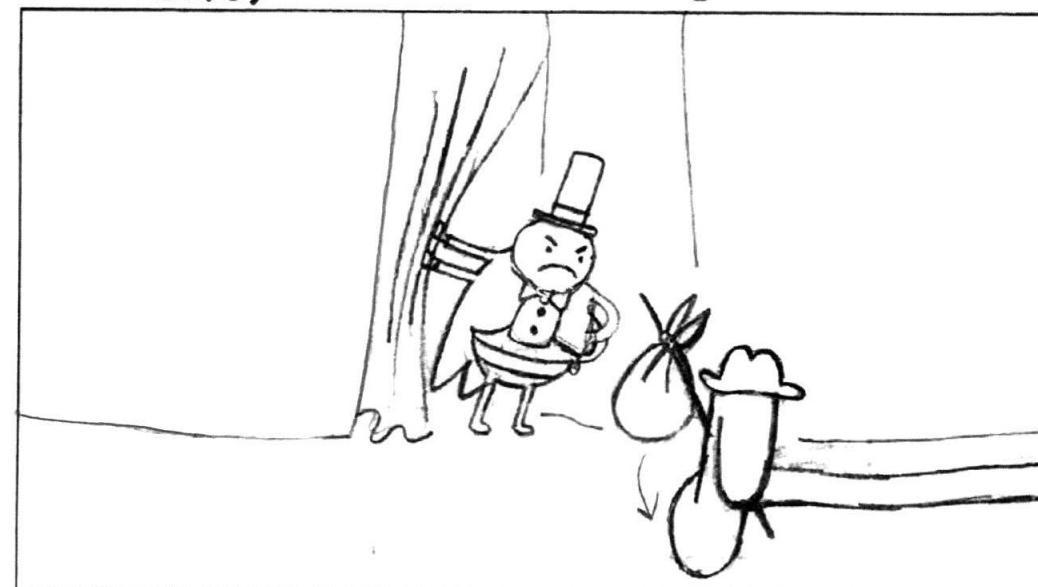
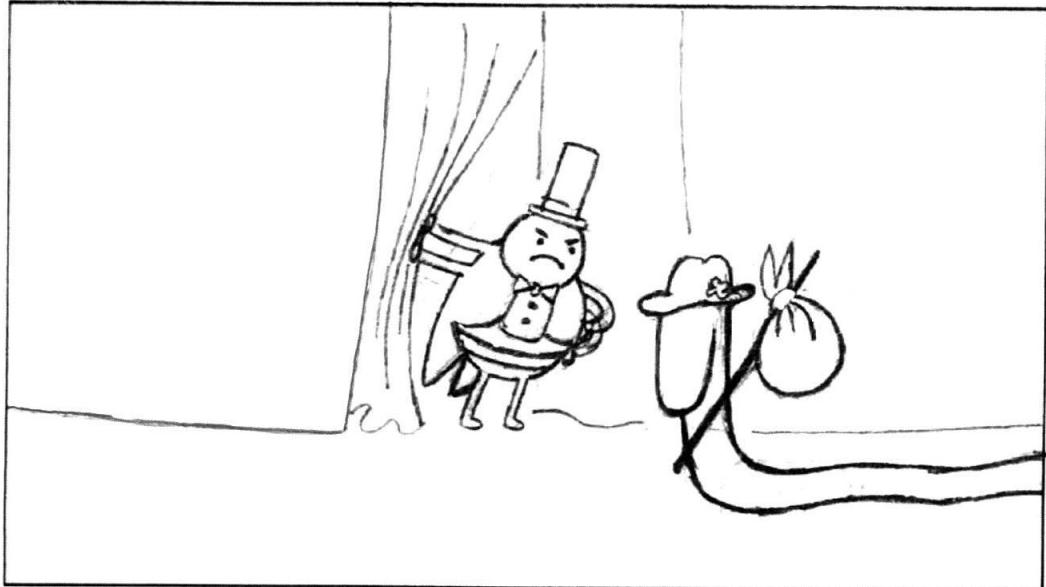
day night

Sc. 32 cont

Pnl. H

Bg.

day night



Dialog:

Action: 'BLUE NOSE' TURNS TO WALK TOWARD HIS DRESSING ROOM.

BLUE NOSE WALKS TOWARD HIS DRESSING ROOM.

DEC 13 2013

Timing:

EPISODE #

Production :

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1025/162

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ADVENTURE TIME



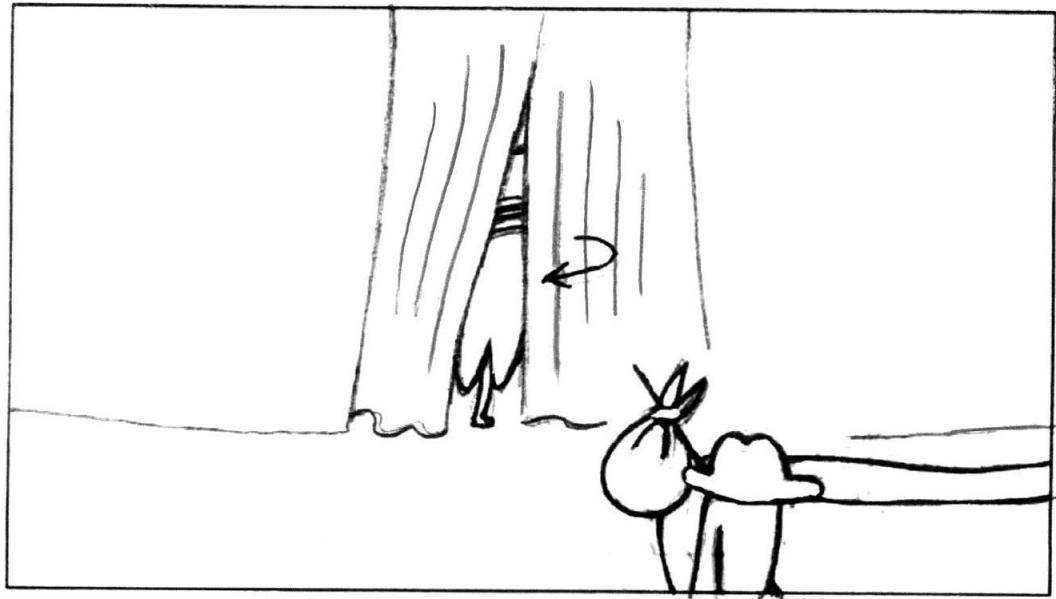
Page 74

Sc. 32 cont

Pnl. I

Bg.

day night

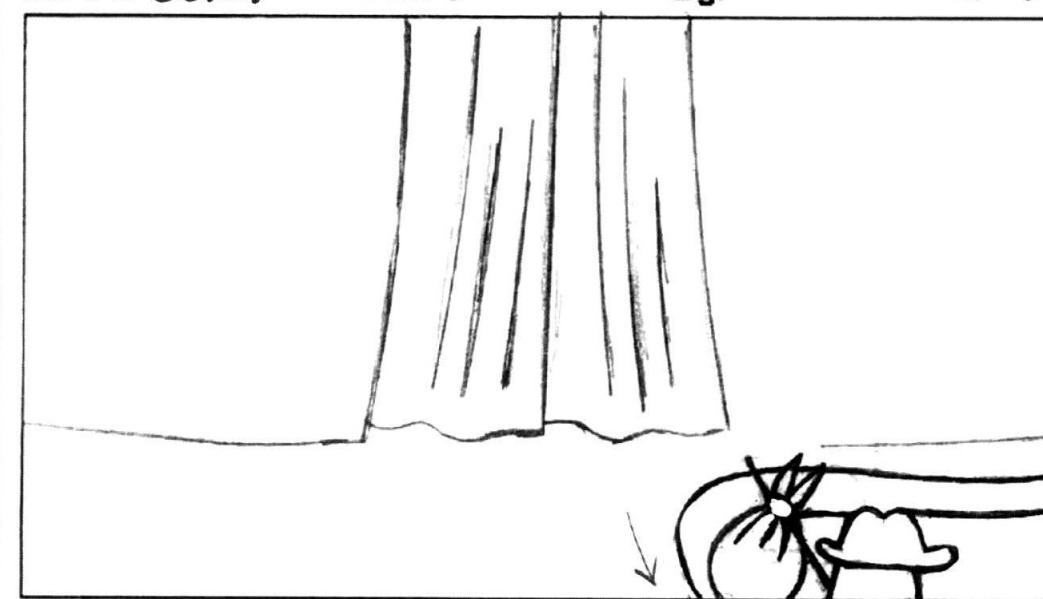


Sc. 32 cont

Pnl. J

Bg.

day night



Dialog:

Action: - RINGMASTER DUCKS BACK INTO THE TENT.
- BLUE NOSE CONT. WALKING.

DEC 13 2013

Timing:

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Production :

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ADVENTURE TIME



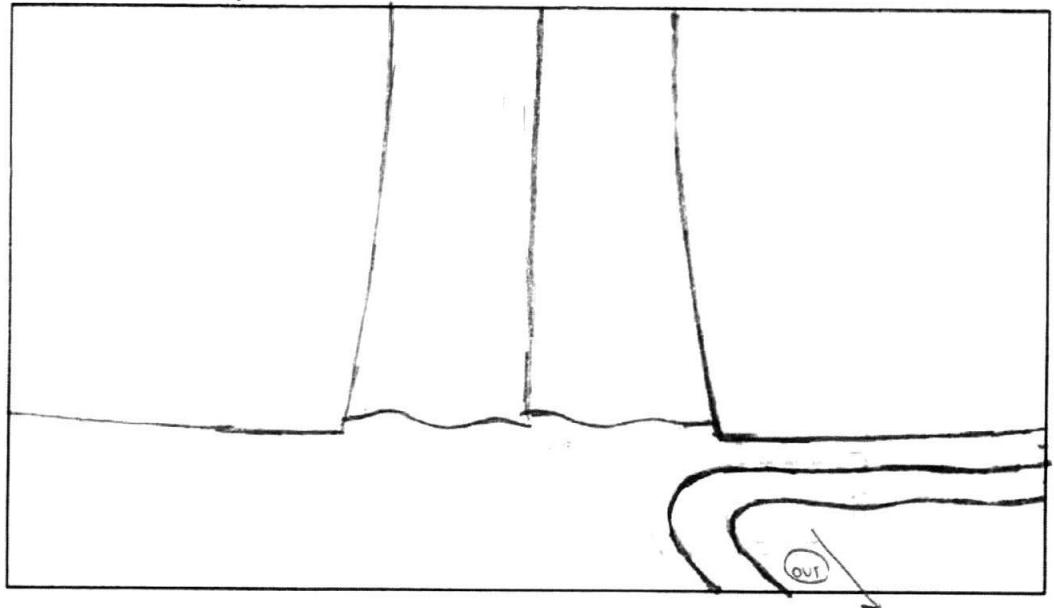
Cut

Sc. 32 cont

Pnl. K

Bg.

day night

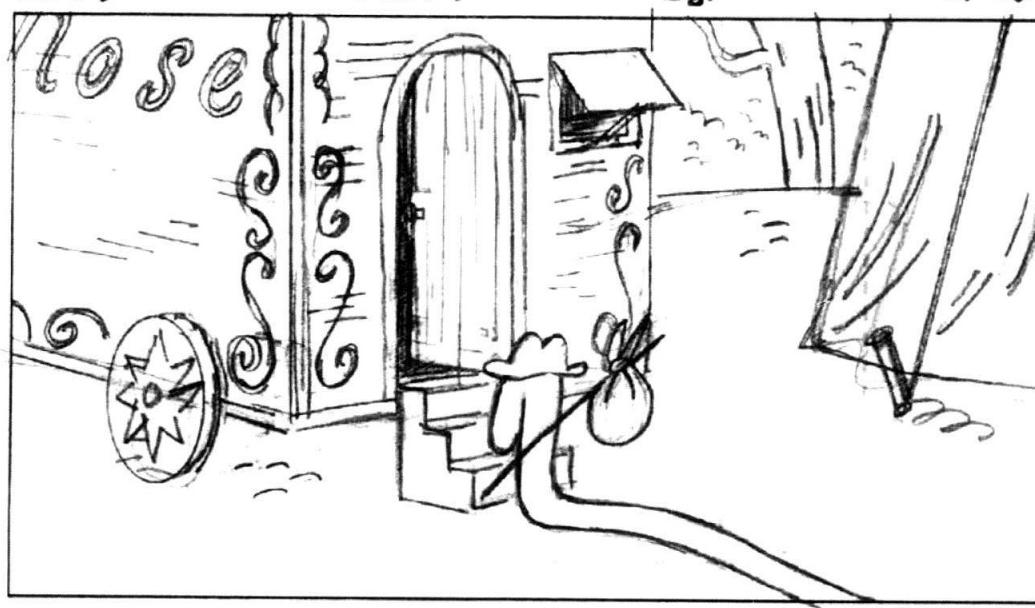


Sc. 33

Pnl. A

Bg.

day night



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Dialog:

Action:

BLUE NOSE APPROACHES HIS DRESSING ROOM.

DEC 13 2013

Timing:

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1025/162

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ADVENTURE TIME



Sc. 33 cont

Pnl. B

Bg.

day night

Sc. 33 cont

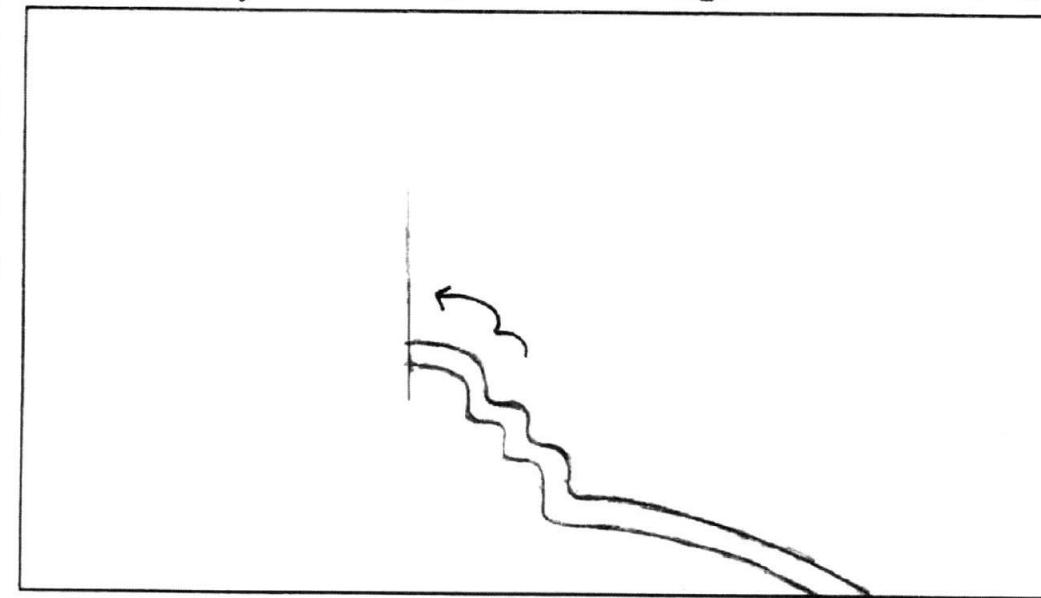
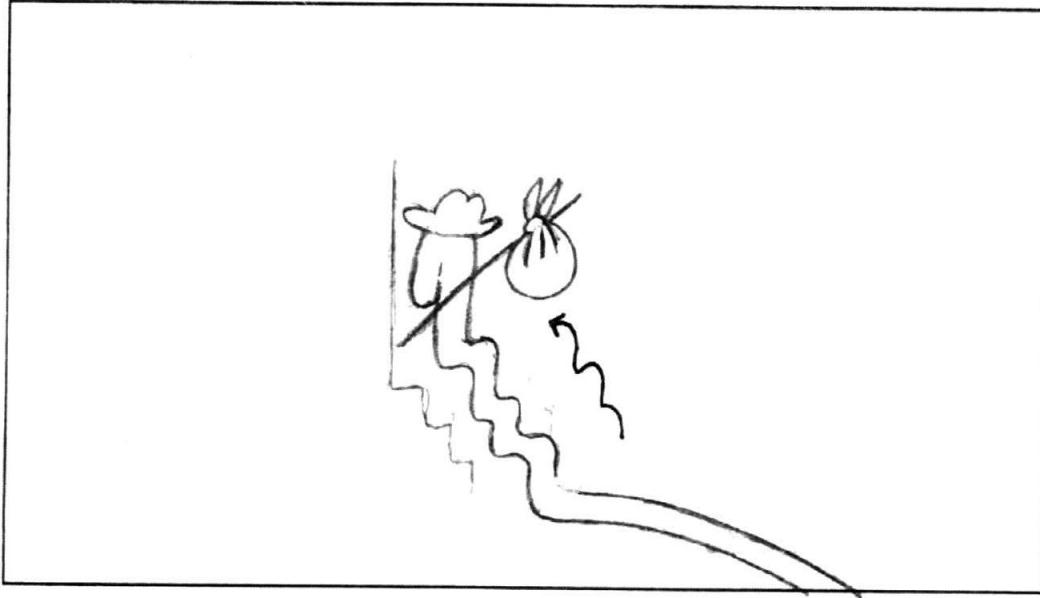
Pnl. C

Bg.

day night

Page 76

Cut



Dialog:

Action: BLUE NOSE WALKS UP THE STEPS
TO HIS DRESSING ROOM.

BLUE NOSE WALKS INTO HIS DRESSING ROOM.

DEC 13 2013

Timing:

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Production :

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ADVENTURE TIME



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Cut

Sc. 33A Pnl. A Bg. day night

Sc. 33A cont Pnl. B Bg. day night

Dialog:

#1 #2 #3 AUDIENCE (INSIDE TENT): OOOH!
#4 #5

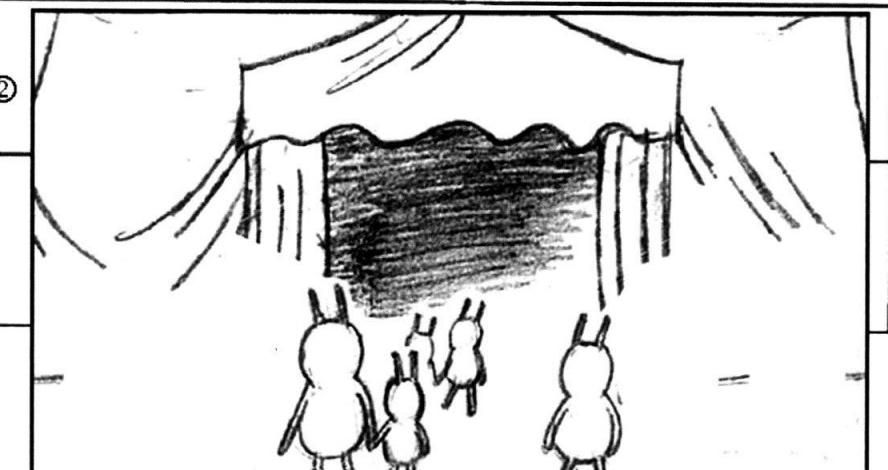
Action:

- BUGS WALK INTO AN ENTRANCE OF THE BIG TENT.
- SLOW TRUCK IN

Timing:

DEC 13 2013

Production :



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1025/162

Cut

ADVENTURE TIME

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Sc. 34

Pnl. A

Bg.

day night



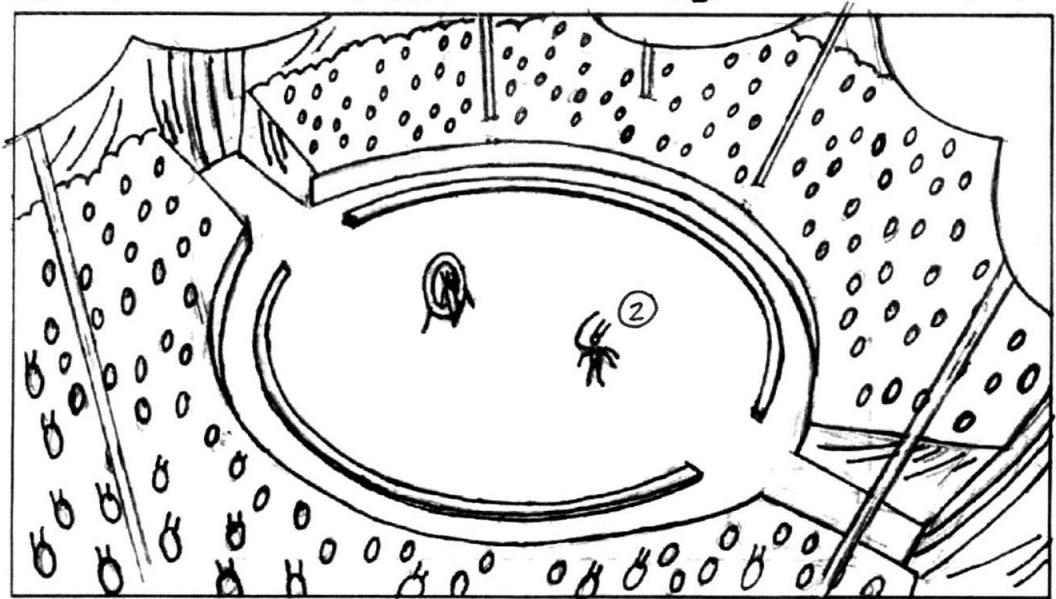
H/Cut

Page

78

day night

78A NEXT

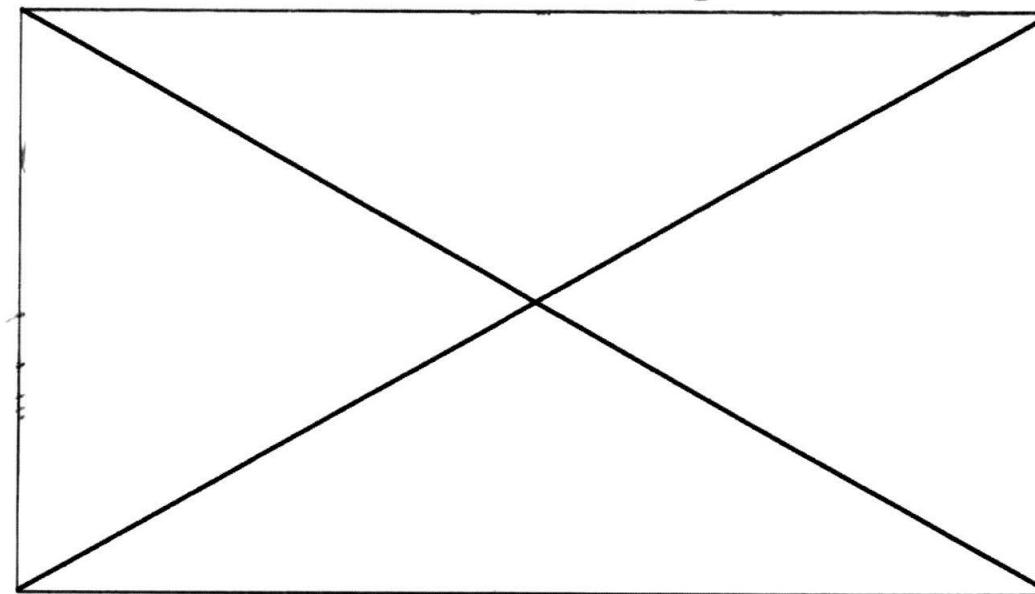


Sc.

Pnl.

Bg.

day night



EPISODE #

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Dialog:

MUSIC: SUSPENSEFUL MUSIC FOR THE ACT.

Action:

- WIDE SHOT INSIDE THE TENT.
- STINGER BUG IS ABOUT TO THROW/SHOOT A STINGER AT HIS PRETTY ASSISTANT.

Timing:



DEC 13 2013

Production :

1025/162

ADVENTURE TIME

Sc. 35

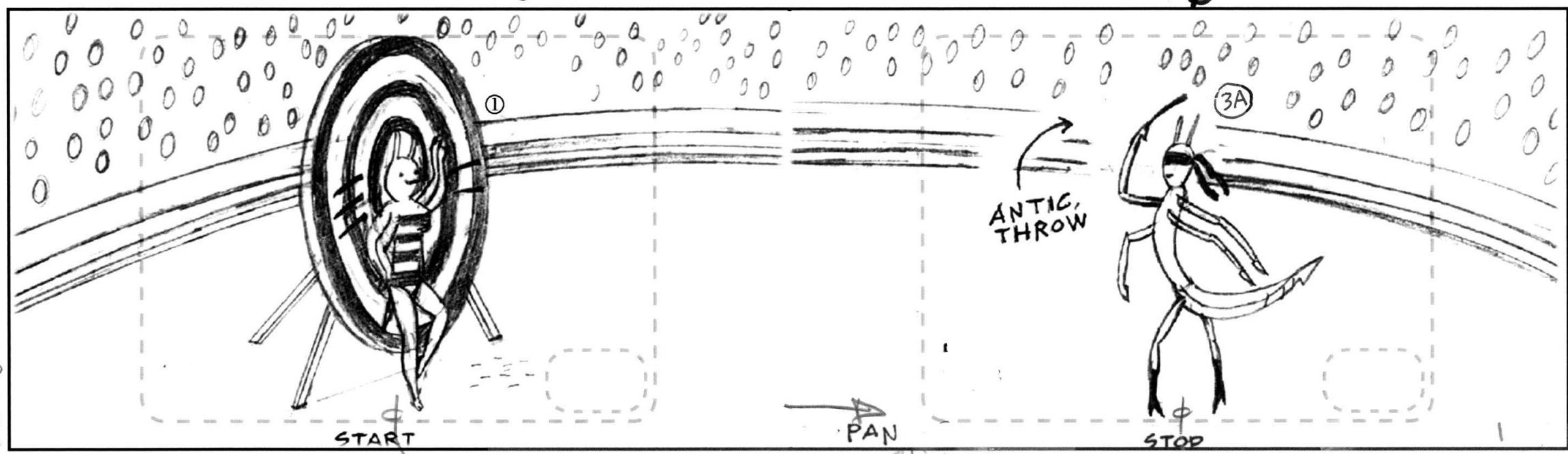
Pnl. A

Bg.



day night

Page 78A
79 NEXT



Dialog:

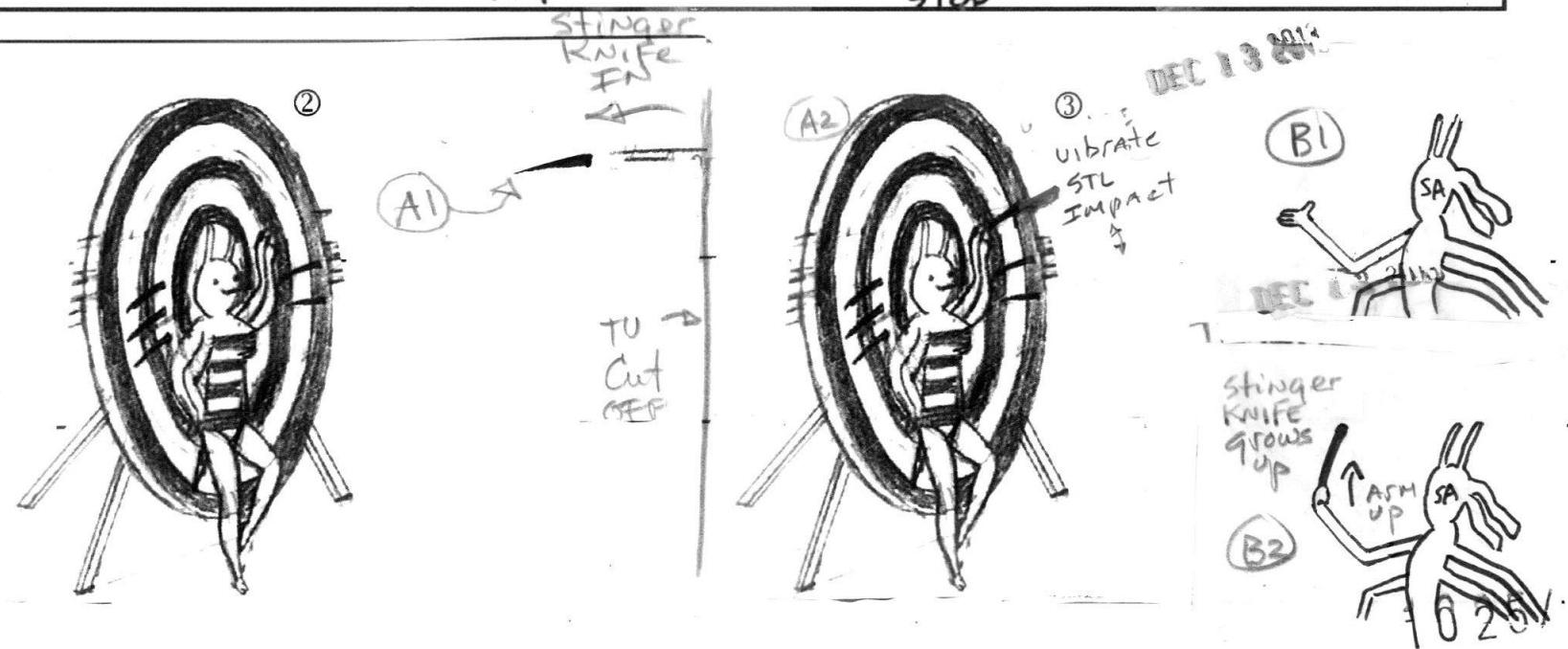
SEX: STINGER THONK!

Audience: ..woohhh!!

Action:

- ON THE PRETTY ASSISTANT.
- A STINGER KNIFE IN & JUST MISSES HER

Timing:



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ADVENTURE TIME

Sc. 35 cont

Pnl.

C

Bg.

day night



Sc.

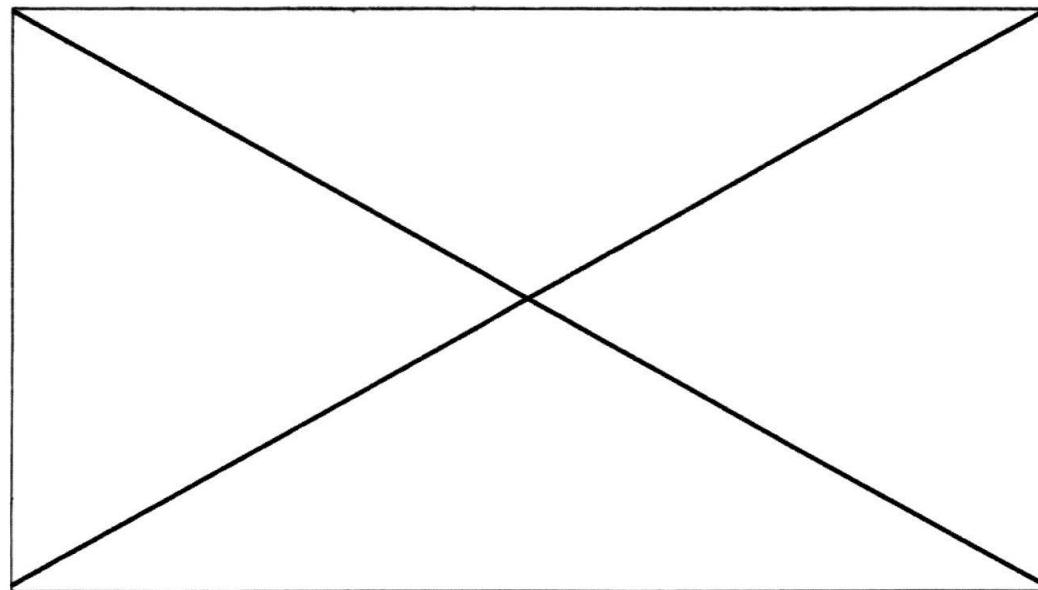
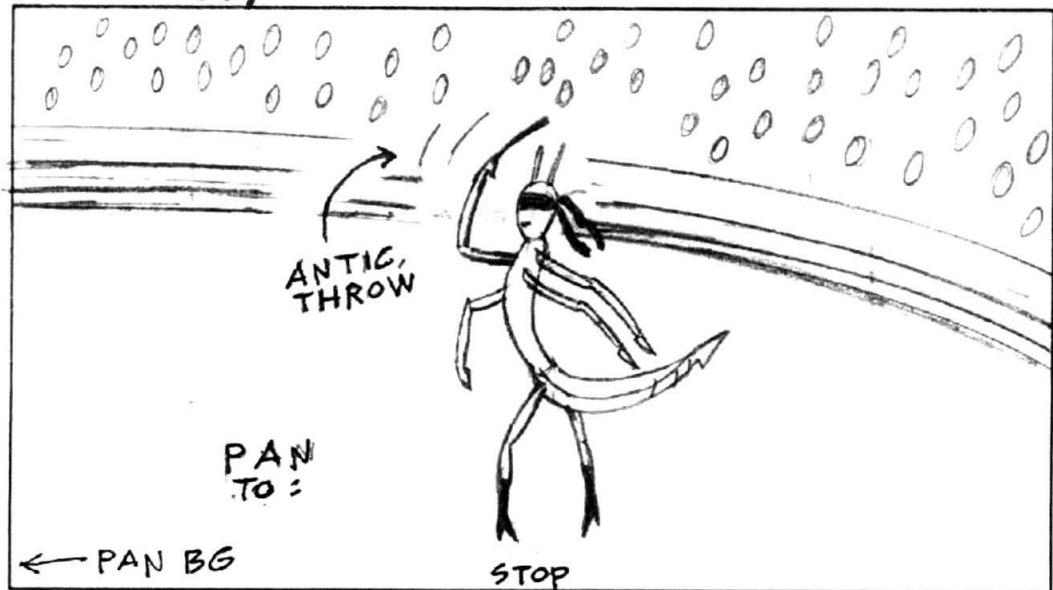
No Sc. 36

Page

79

day night

79A NEXT



Dialog:

Action: STINGER-THROWING BUG ANTICS.
ANOTHER SHOT.

DEC 13 2012

Timing:

EPISODE #

Production :

1025/162

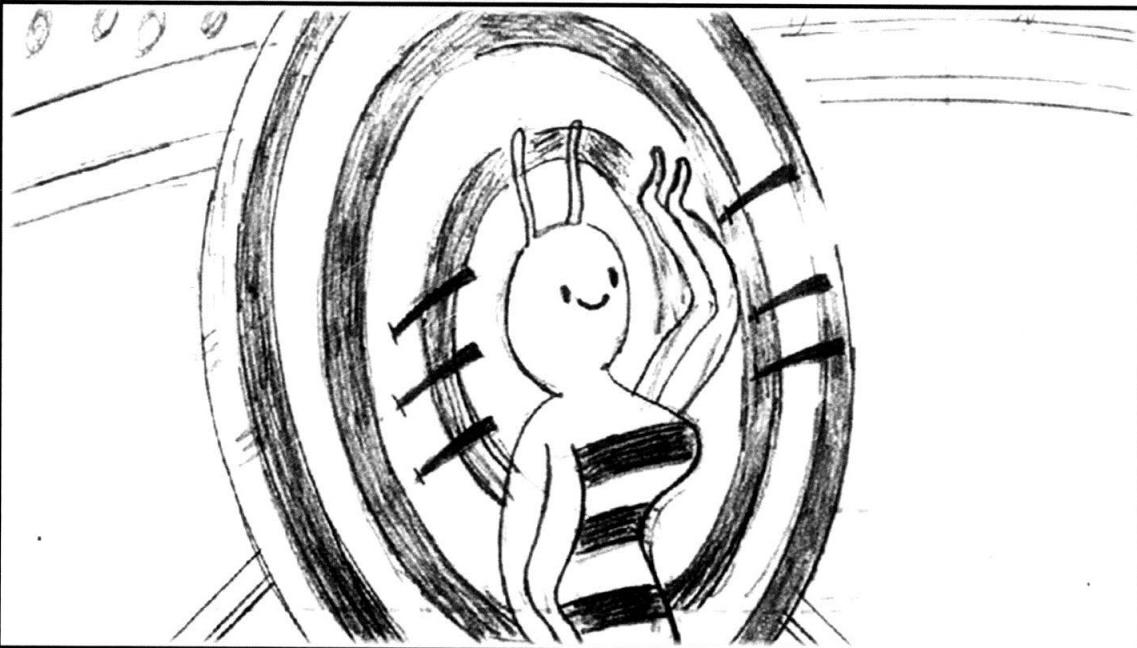
ADVENTURE TIME

Cut
Sc. 37

Pnl. A

Bg.

day night

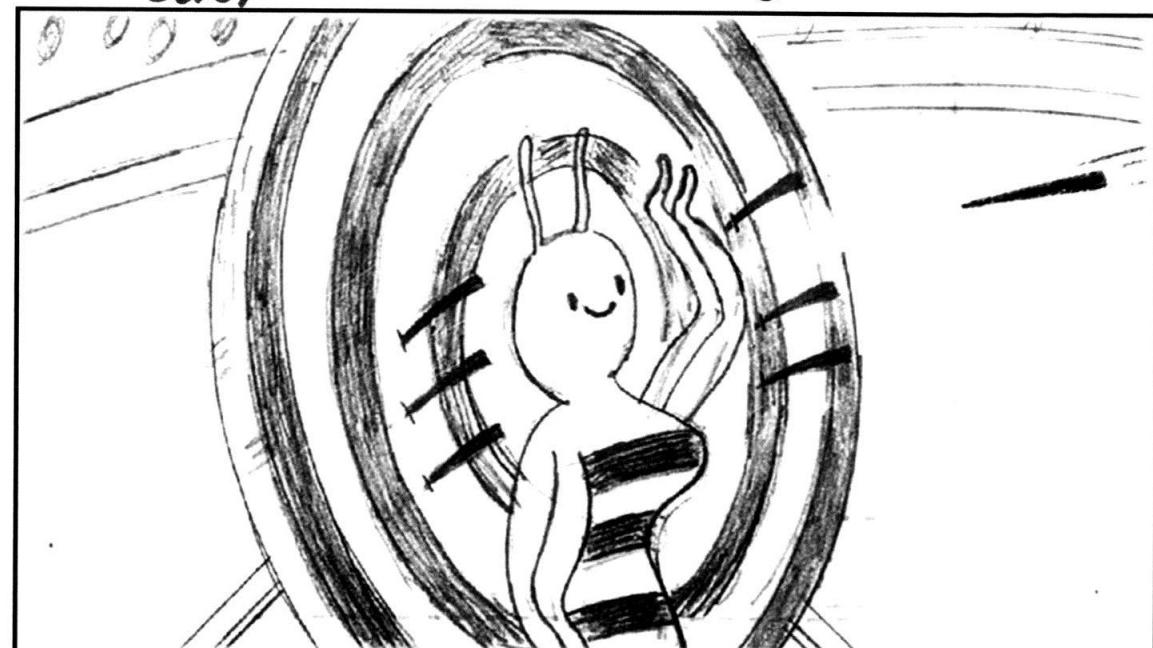


Sc. 37 cont

Pnl. B

Bg.

Page 79A
80 NEXT
day night



Dialog:

Action:

Timing:

DEC 13 2013

Production:

1025/162

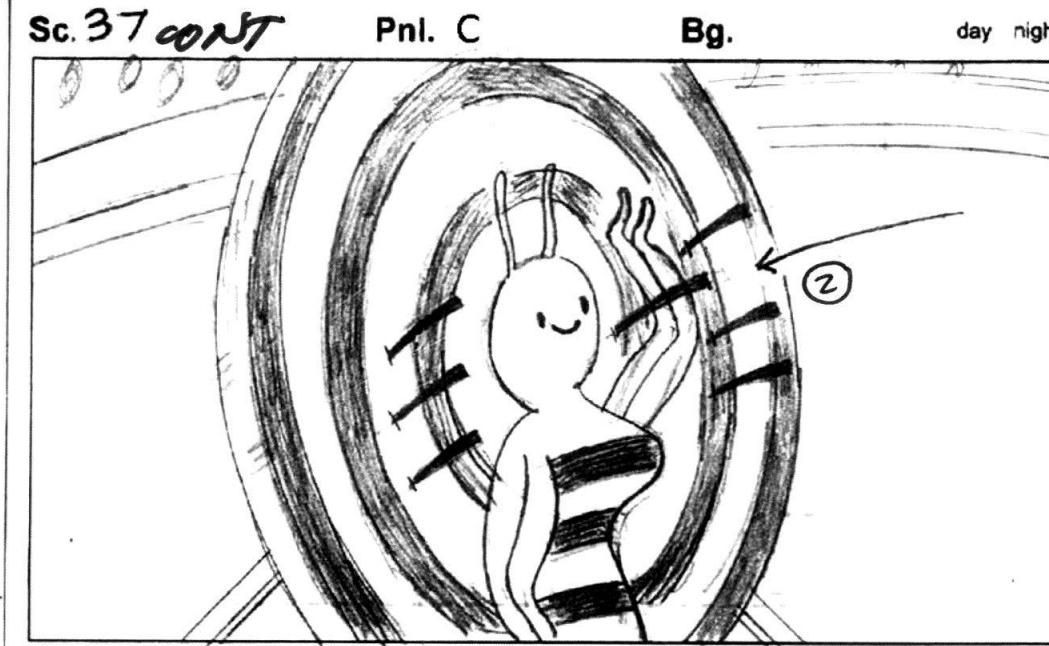
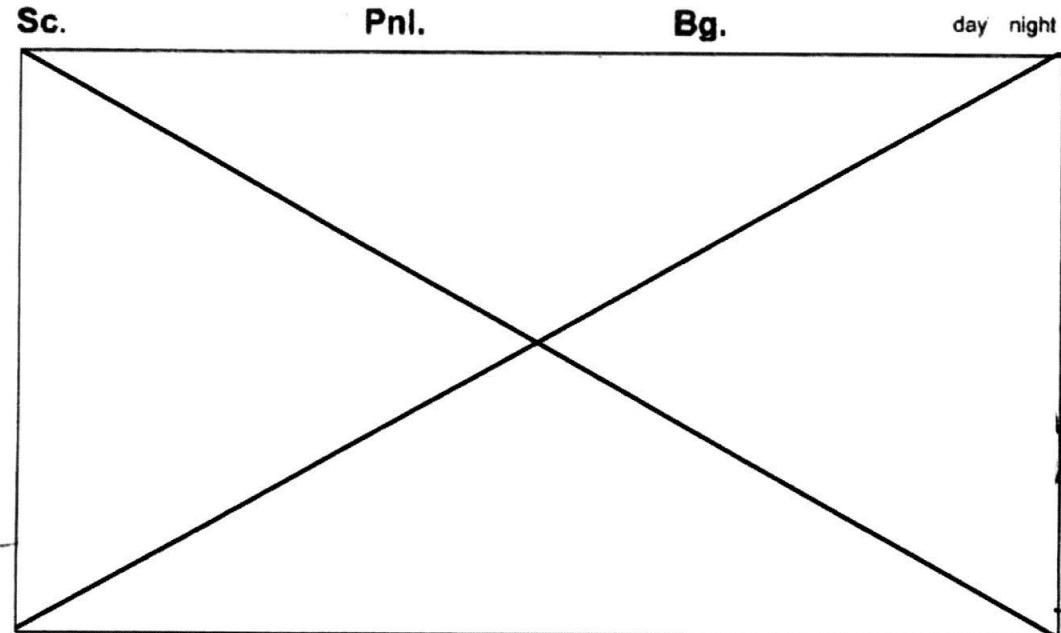
EPISODE #
1025/162

ADVENTURE TIME



1025/162

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EPISODE #

1025/162

Dialog:

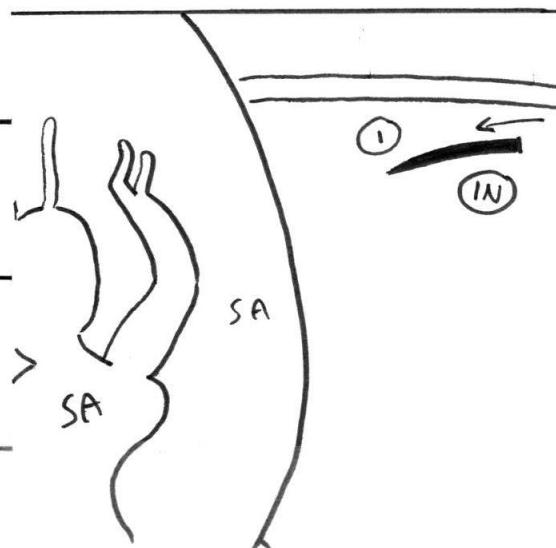
SFX: THONK!

Action:

A STINGER FLIES IN, JUST MISSING THE
PRETTY ASSISTANT.

DEC 13 2013

Timing:



Production :

1025/162

ADVENTURE TIME



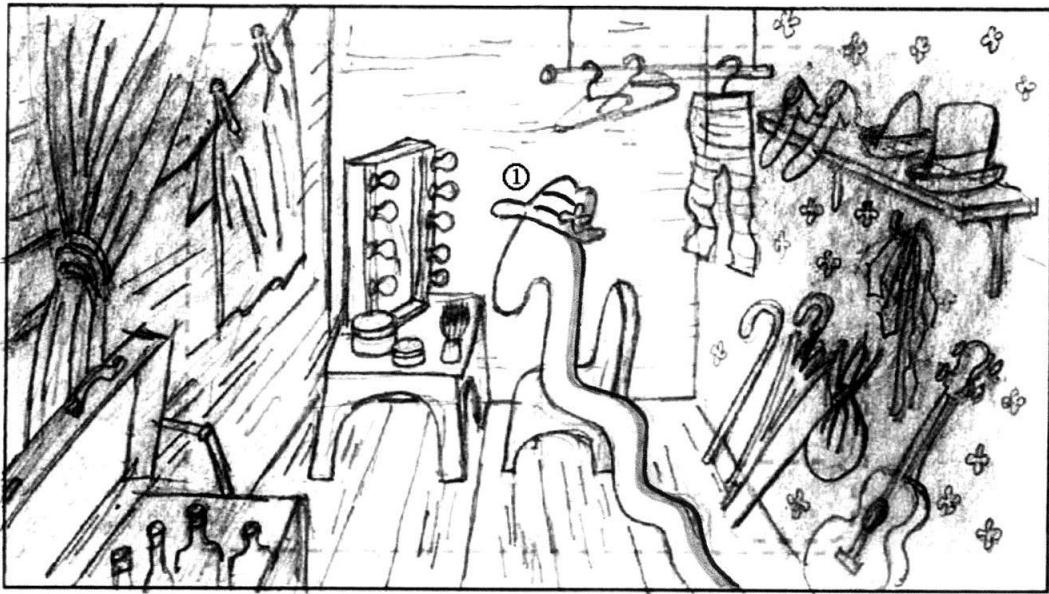
Page 81

Cut
Sc. 38

Pnl. A

Bg.

day night



Sc. 38 cont

Pnl. B

Bg.

day night

S/A



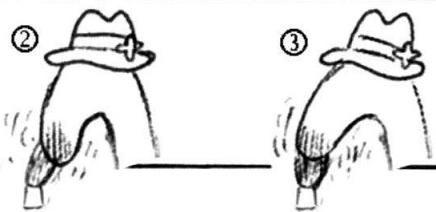
Dialog: AUDIENCE (FROM INSIDE THE BIG TENT):
OOOH!

Action: BLUE NOSE INSIDE HIS DRESSING ROOM.

BLUE NOSE RUBS SOME MAKEUP ON HIS FACE,
USING A BIG MAKEUP BRUSH (ACTUALLY A
SHAVING BRUSH).

DEC 13 2013

Timing:



EPISODE #

Production :

1025/162

1025/162

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1025/162

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ADVENTURE TIME

Sc. 38 cont

Pnl. C

Bg.

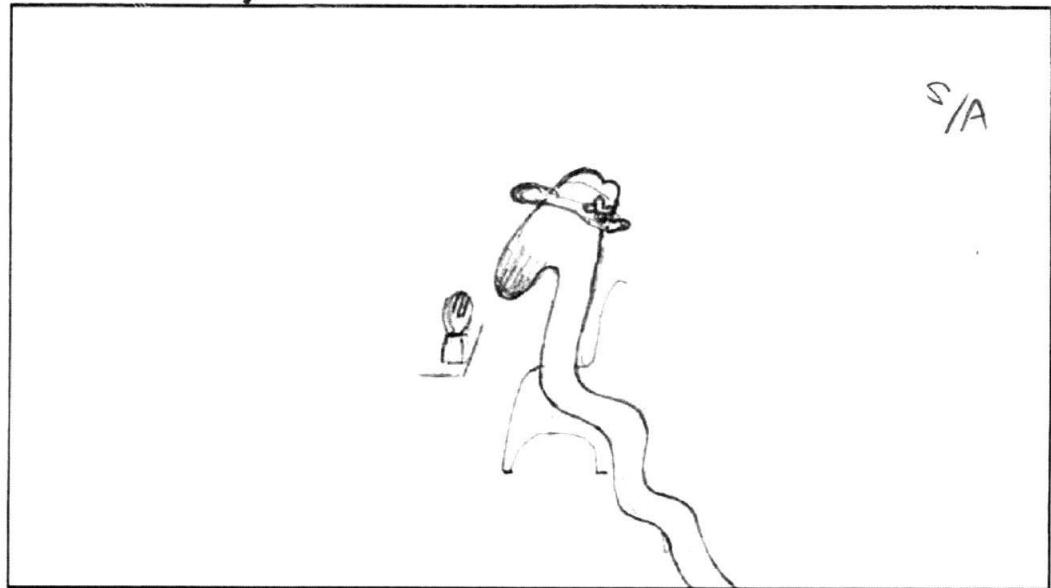


day night

H/C cut

Pana 82

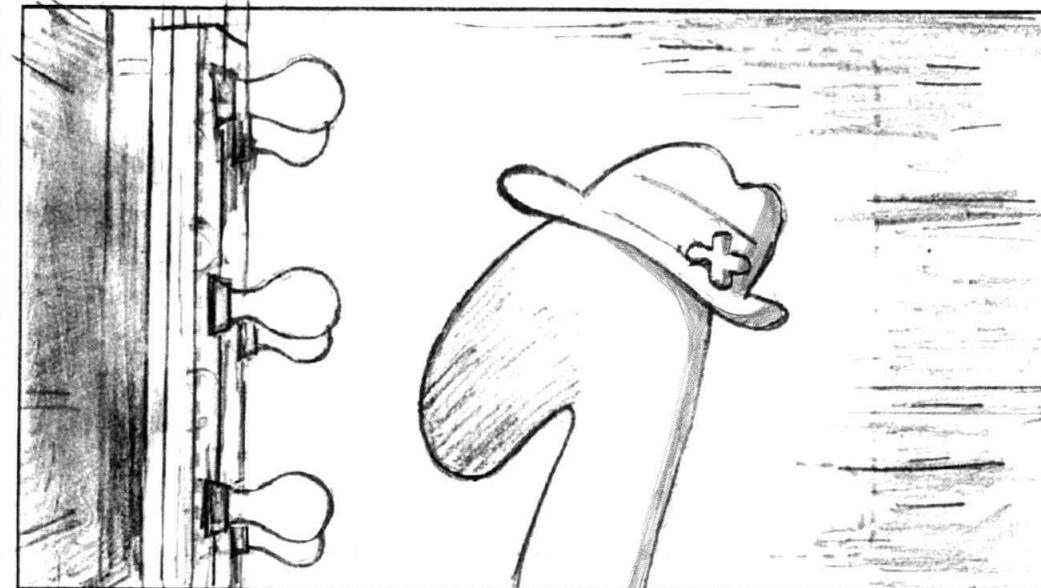
day night



Sc. 39

Pnl. A

Bg.



Dialog:

Action: B.N. SETTLE BACK

HOOKUP → ← HOOKUP

BLUE NOSE LOOKS AT HIMSELF
IN THE MAKEUP MIRROR.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME

Sc. 39 cont

Pnl. B

Bg.



day night

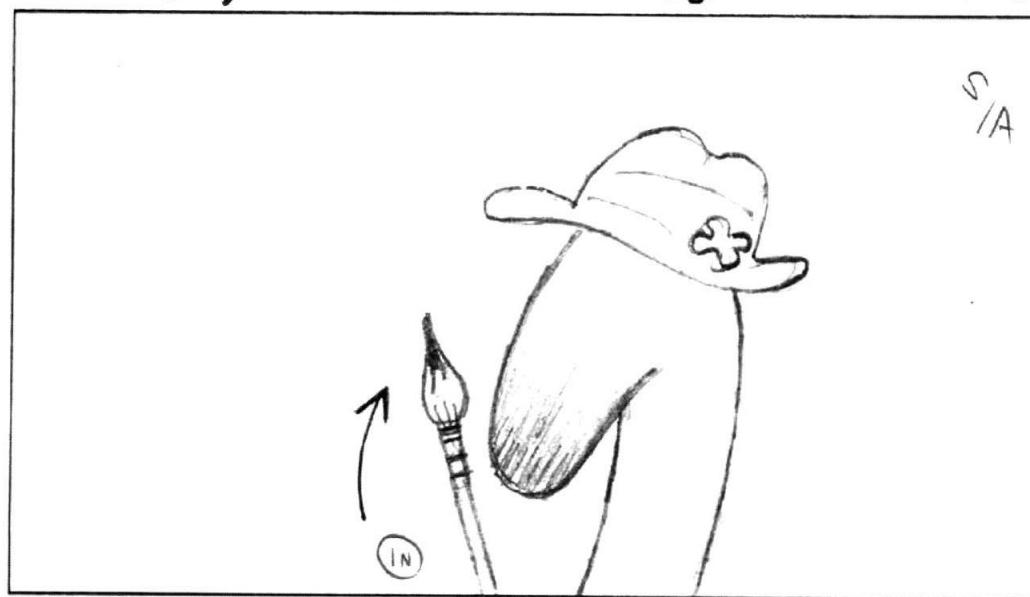
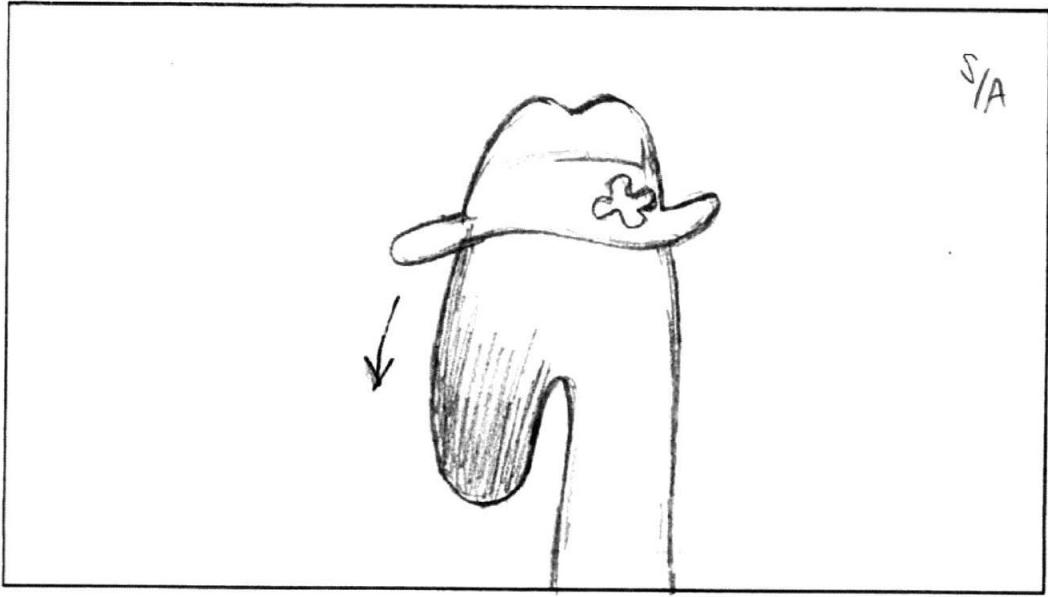
Sc. 39 cont

Pnl. C

Bg.

Page 83

day night



Dialog:

Action: BLUE NOSE REACHES DOWN FOR A BRUSH.

BLUE NOSE LIFTS UP A BRUSH WITH
'NOSE BLUE' ON THE TIP.

Timing:

DEC 13 2013

Production :

1025/162

1025/162

ADVENTURE TIME



Sc. 39 cont

Pnl. D

Bg.

day night

Sc. 39 cont

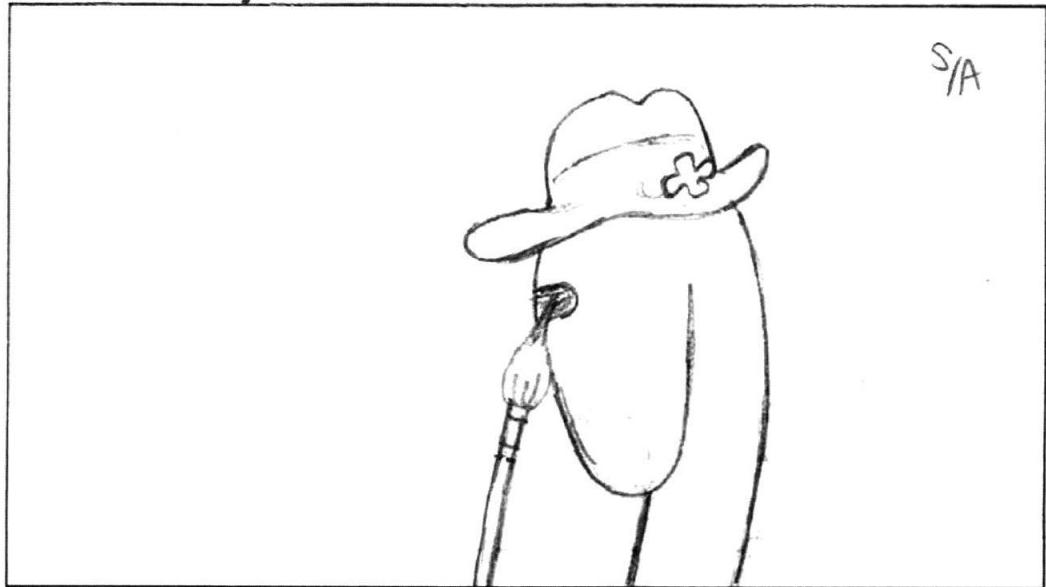
Pnl. E

Bg.

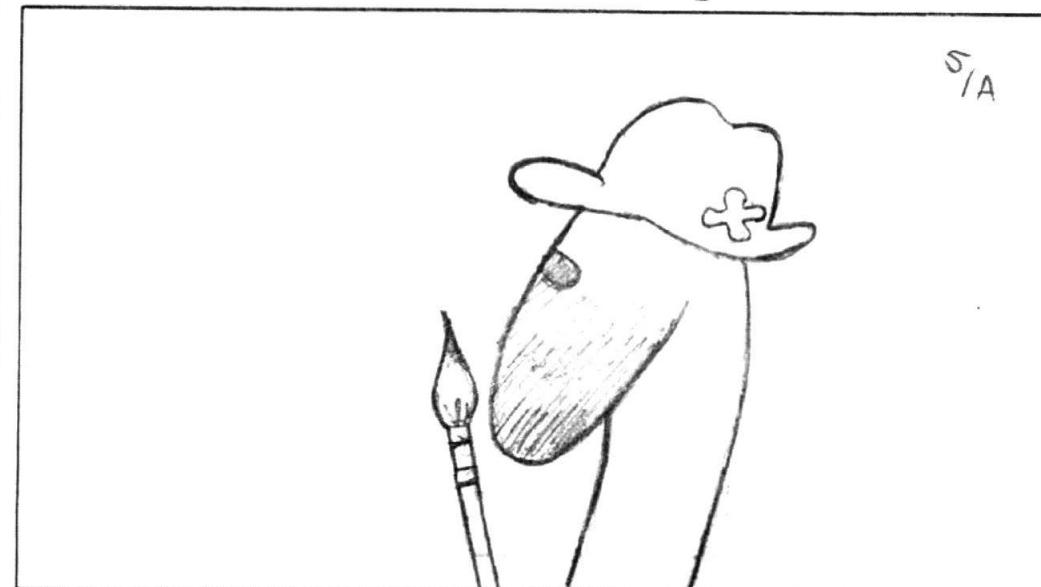
day night

pane

84



S/A



S/A

Dialog:

Action: BLUE NOSE APPLIES THE FAMOUS BLUE NOSE TO HIS FACE.

BLUE NOSE LOOKS AT HIS NOSE IN THE MIRROR.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

ADVENTURE TIME



Sc. 39 cont

Pnl. F

Bg.

day night

Page 85

day night

Sc. 39 cont

Pnl. G

Bg.

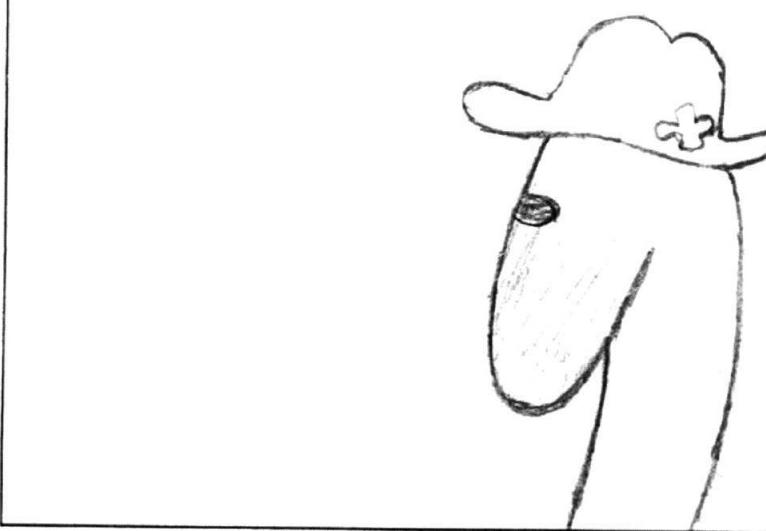
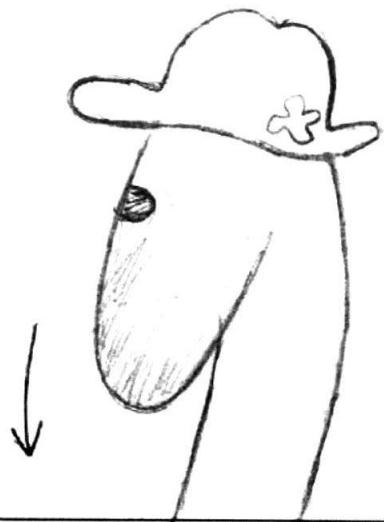
day night

EPISODE #

Production :

1025 / 162

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Dialog:

Action: BLUE NOSE LOWERS THE BLUE-TIPPED BRUSH.

DEC 13 2013

Timing:

1025 / 162

1025 / 162

1025/162

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ADVENTURE TIME



Sc. 39 cont

Pnl. H

Bg.

day night

Page 86

day night

Sc. 39 cont

Pnl. I

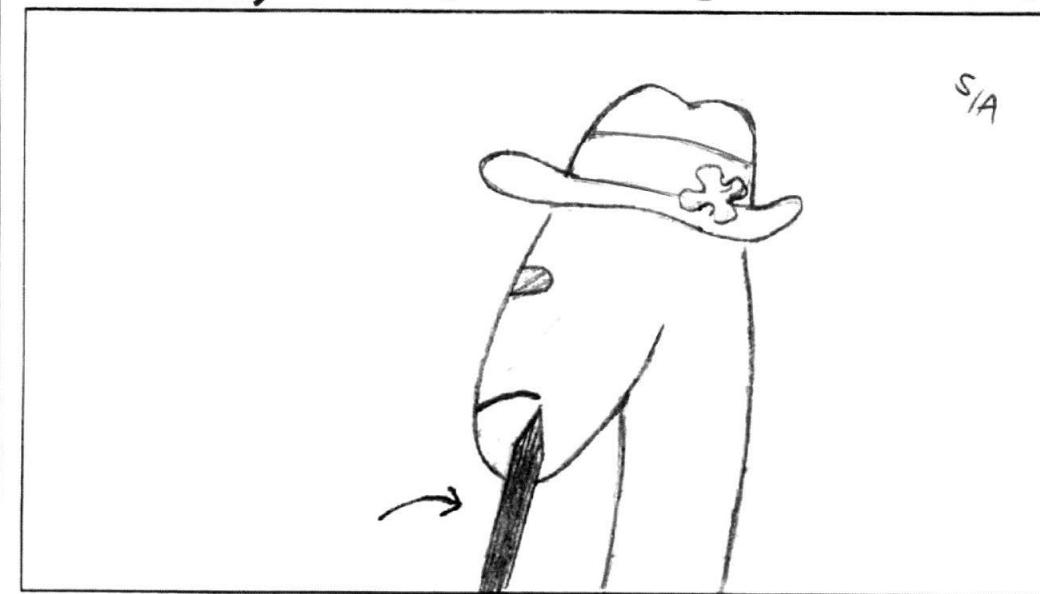
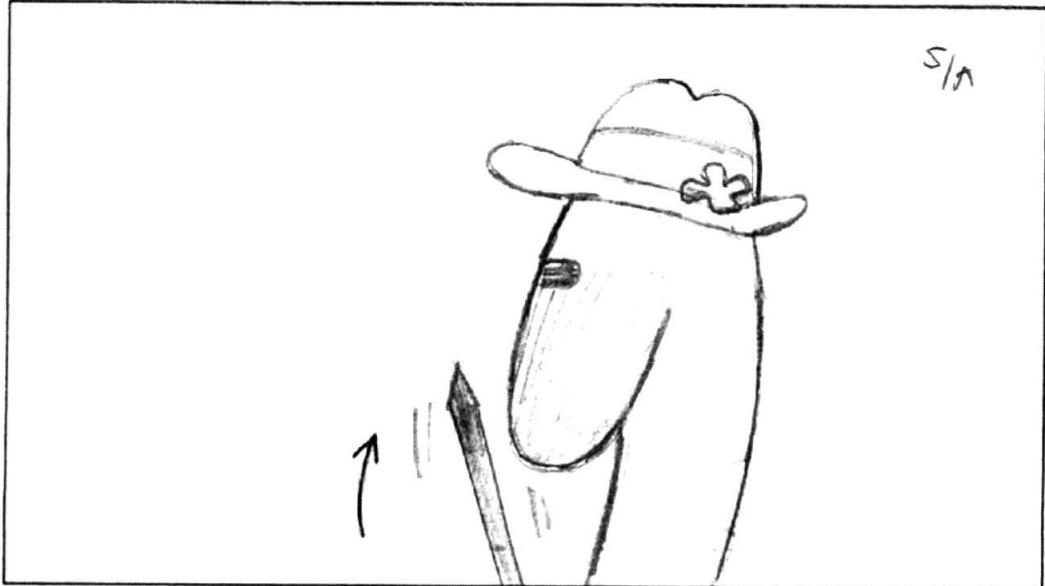
Bg.

day night

EPISODE #

Production :

1025/162



Dialog:

Action: BLUE NOSE LIFTS A PENCIL TO HIS FACE.

BLUE NOSE DRAWS A SAD MOUTH ONTO HIS FACE.

DEC 13 2013

Timing:

1025/162

1025 / 162

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ADVENTURE TIME

Sc. 39 cont

Pnl. J

Bg.



day night

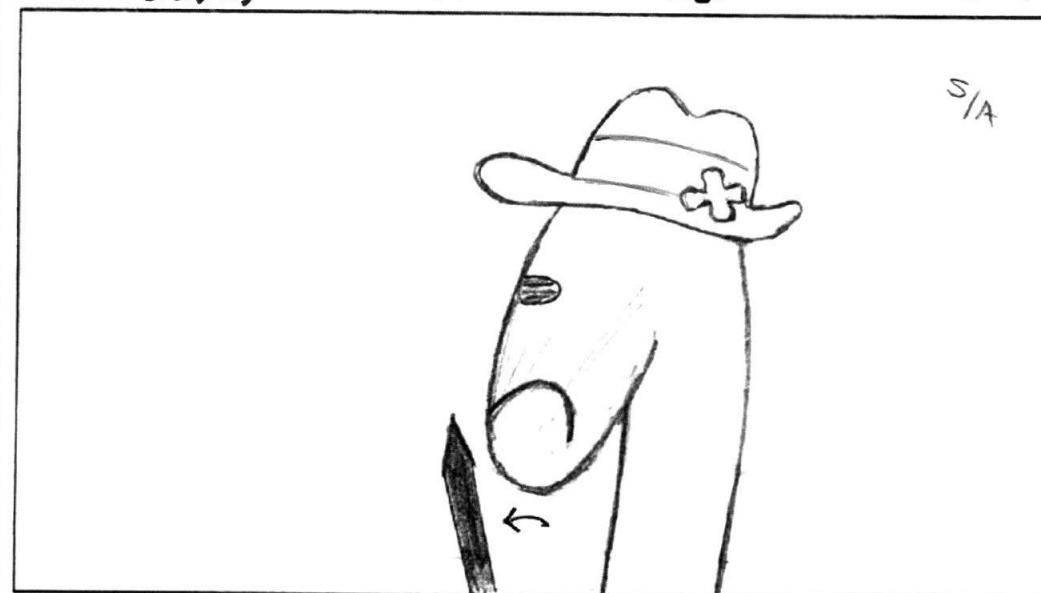
Page 87

Sc. 39 cont

Pnl. K

Bg.

day night



Dialog:

Action: BLUE NOSE LOOKS AT HIS MOUTH
IN THE MIRROR.

INTO LOWERING PENCIL.

DEC 13 2013

Timing:

EPISODE #

Production :

1025 / 162

1025 / 162

1025/162

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ADVENTURE TIME



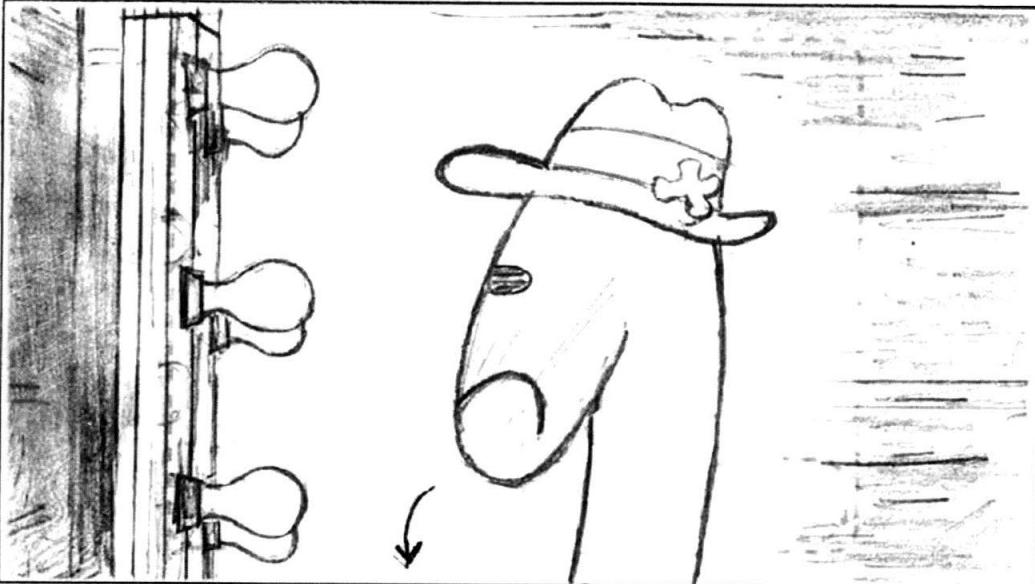
Cut

Sc. 39 cont

Pnl. L

Bg.

day night



Sc. 40

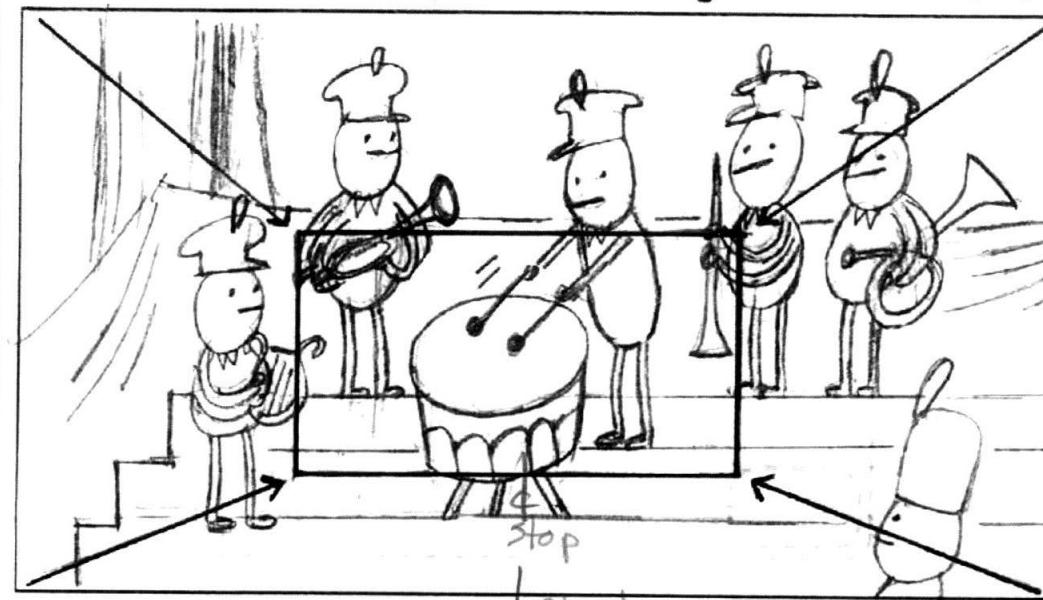
Pnl. A

Bg.

day night

88

Page



Dialog:

SFX: DRUM ROLL (FROM INSIDE THE BIG TENT).

SFX: DRUM ROLL...

Action:

BLUE NOSE LOWERS PENCIL OFF-SCREEN.

- A SHOT OF THE CIRCUS BAND.

- TRUCK IN ON DRUM ROLL.

DEC 13 2013

Timing:

Production :

1025/162

1025/162

1025 / 162

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ADVENTURE TIME



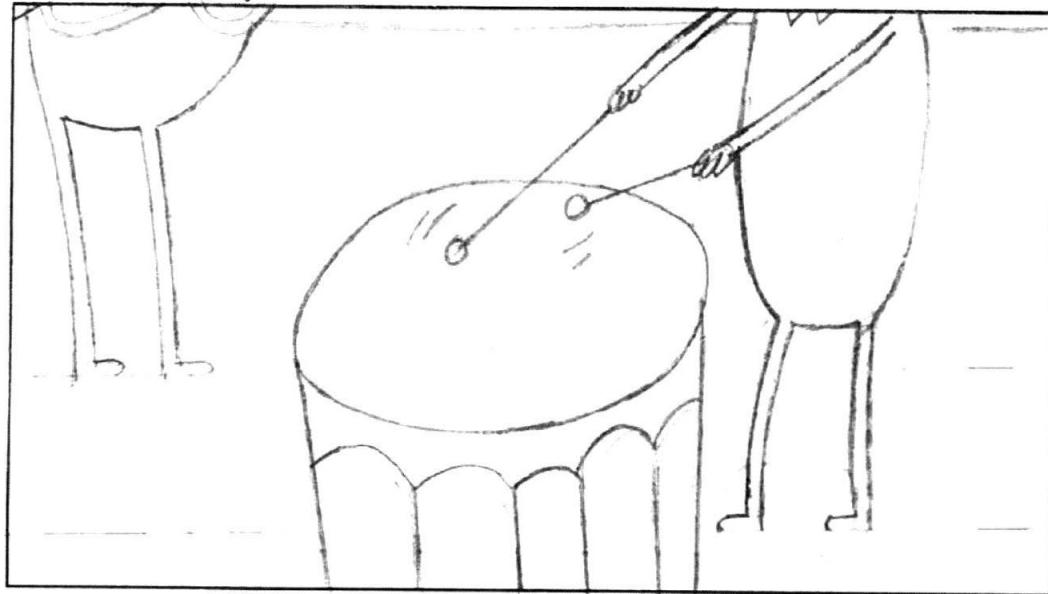
Page 89

Sc. 40 cont

Pnl. B

Bg.

day night

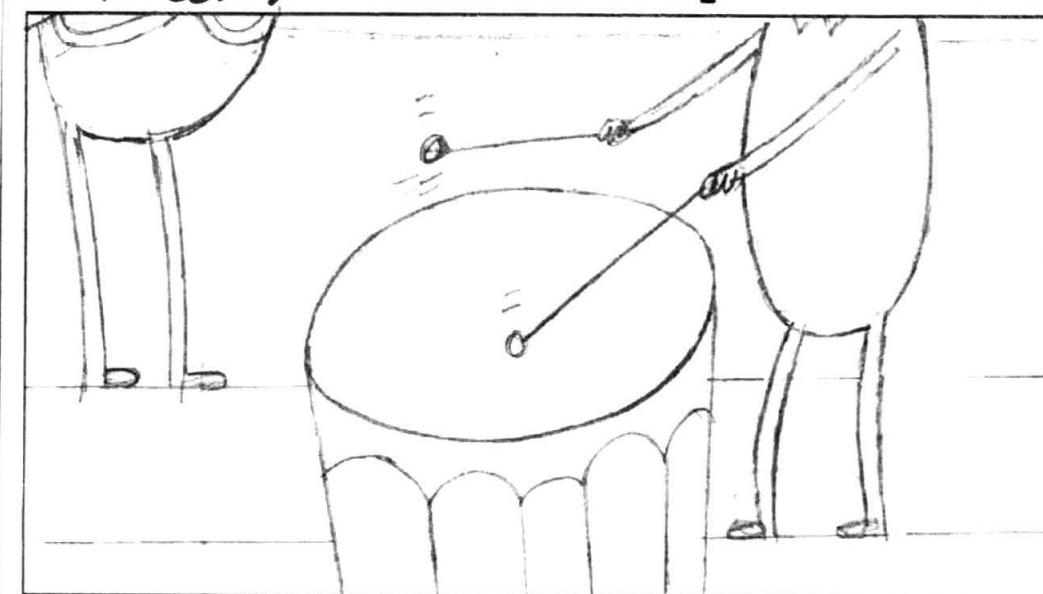


Sc. 40 cont

Pnl. C

Bg.

day night



EPISODE #

Production :

Cut

1025 / 162

Dialog:

Action:

DEC 13 2013

Timing:

1025 / 162

1025/162

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ADVENTURE TIME

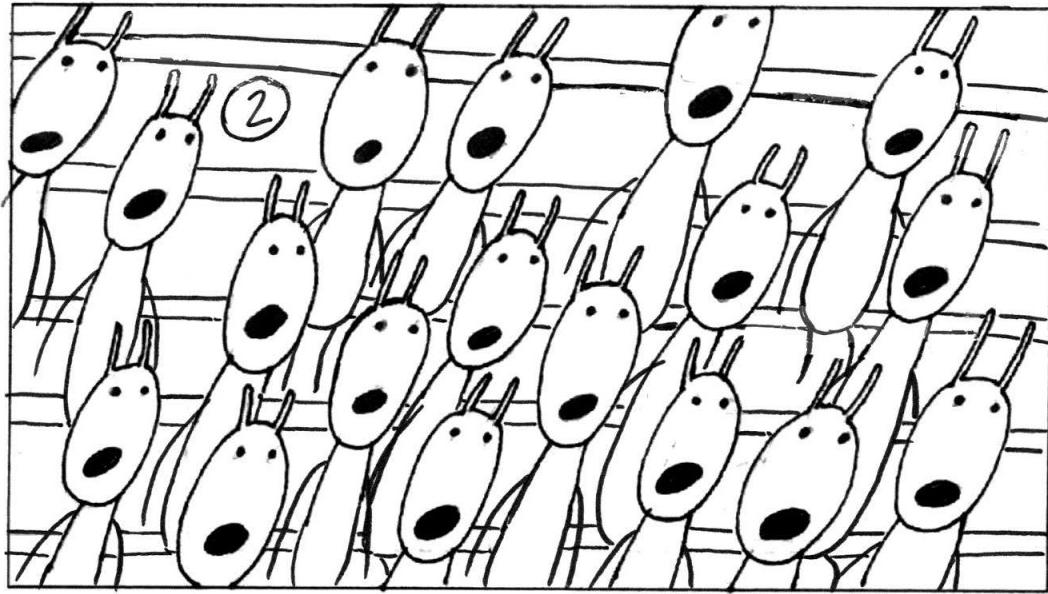


Sc. 41

Pnl. A

Bg.

day night

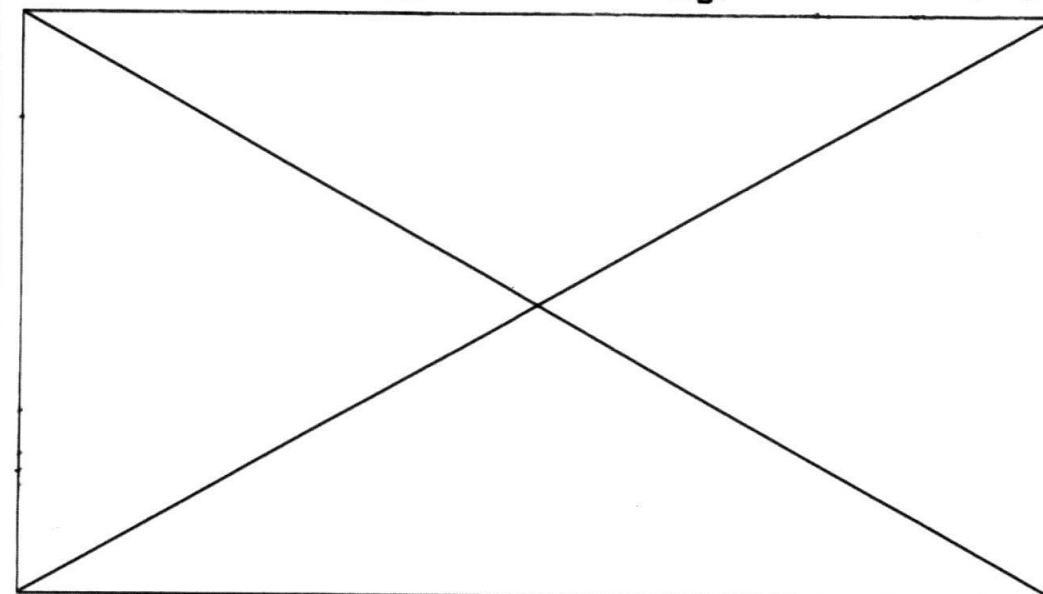


Sc.

Pnl.

Bg.

day night

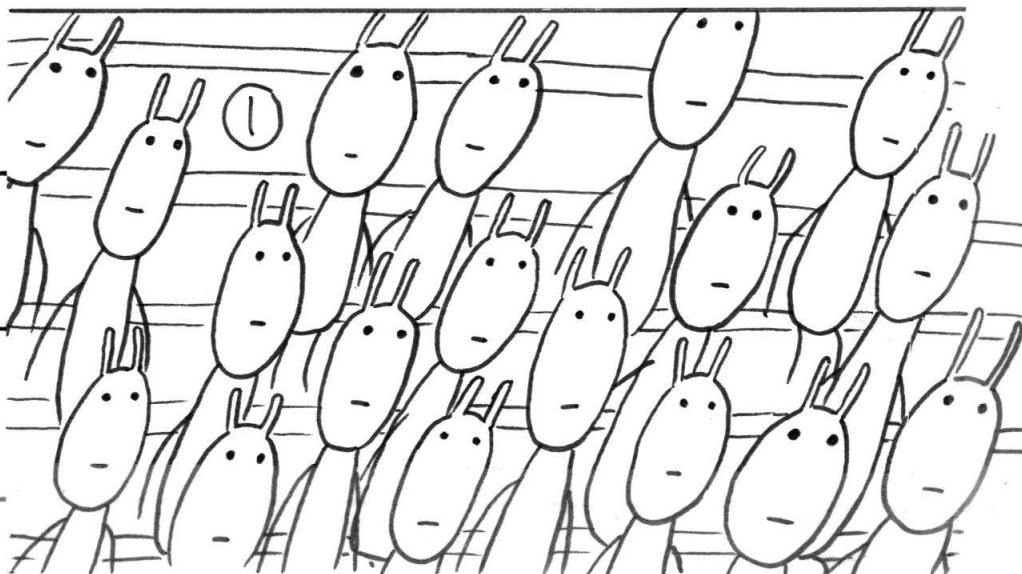


Dialog:

AUDIENCE: AAAHHHHH!
(IN AWE.)

Action: ON AUDIENCE, LOOKING UP IN
AMAZEMENT!

Timing:



DEC 13 2013

Production :

No Sc. 42 Page 90

1025/162

EPISODE #

1025/162

1025/162

CUT

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ADVENTURE TIME



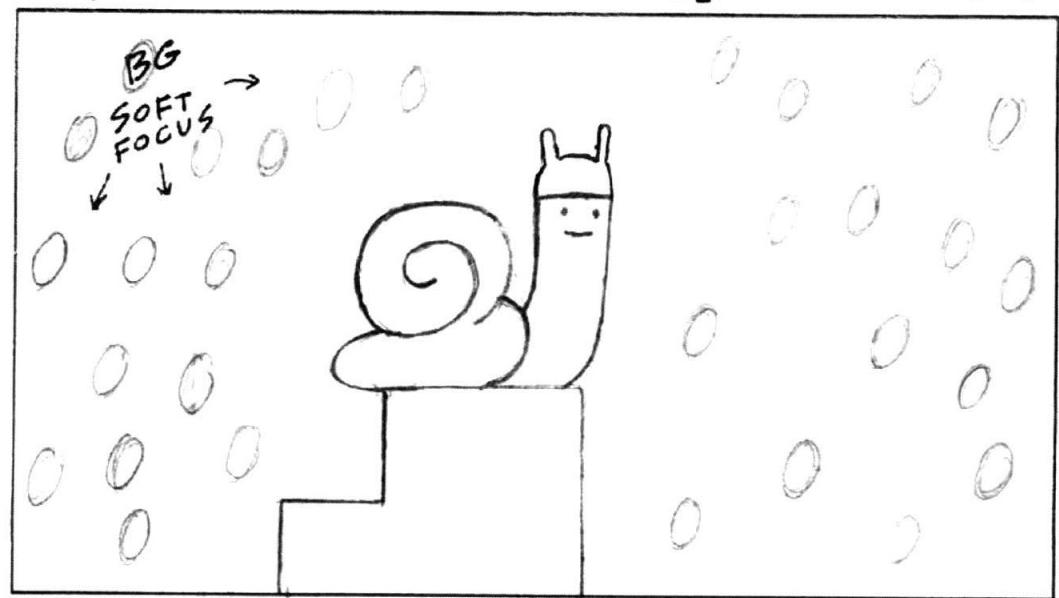
HU
cut

Sc. 43

Pnl. A

Bg.

day night

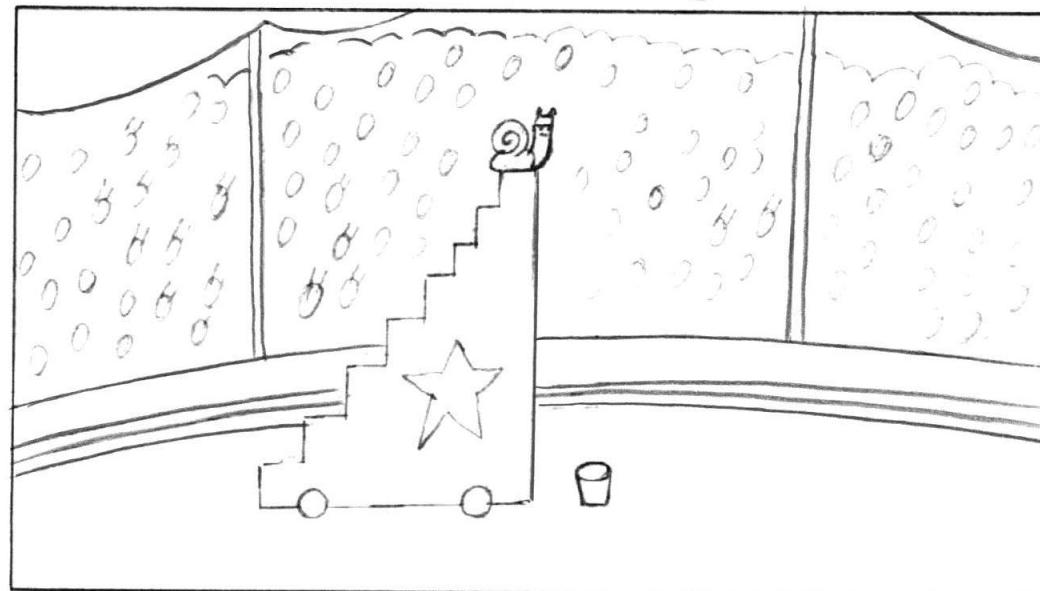


Sc. 44

Pnl. A

Bg.

day night



Page 91

EPISODE #

Production

Dialog:

Action: - CLOSE-UP OF SNAIL, LOOKING CONFIDENT.
- SNAIL IS WEARING A BATHING CAP.

RETURN TO THE WIDE SHOT.

DEC 13 2013

Timing:

1025/162

1025/162

ADVENTURE TIME



Sc. 44 cont

Pnl. B

Bg.

day night

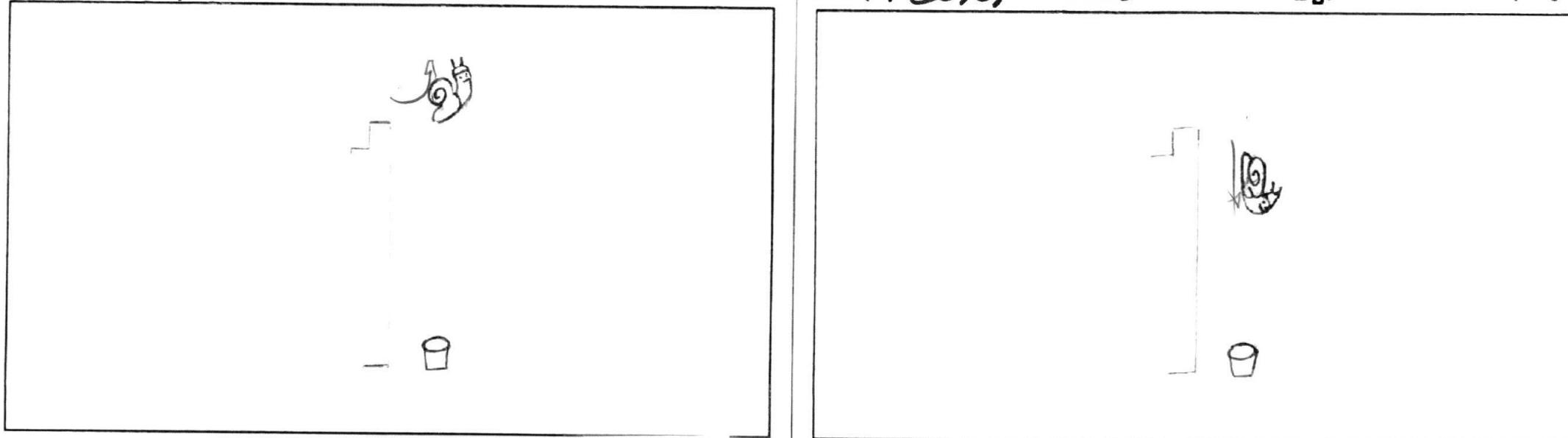
Sc. 44 cont

Pnl. C

Bg.

Page 92

day night



Dialog:

SNAIL Dives up into
Roll & Drops into Dive

(B1) →

Rolls mid-air

Action:

SNAIL DESCENDS.

DEC 13 2013

Timing:

(B2)

Production :

1025/162

1025/162

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1025/162

ADVENTURE TIME



Page 93

Sc. 44 cont

Pnl. D

Bg.

day night

Sc. 44 cont

Pnl. E

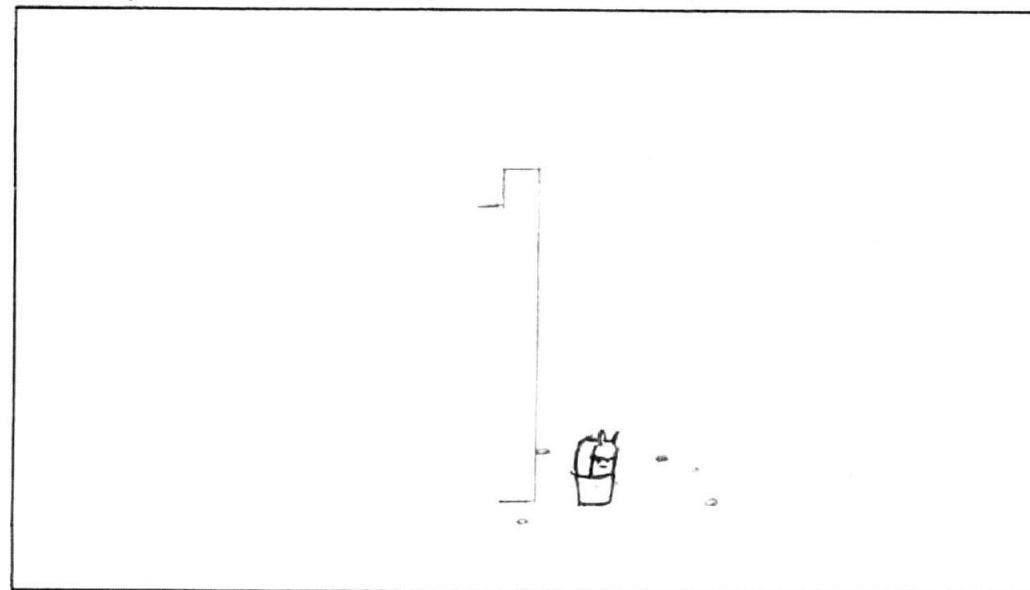
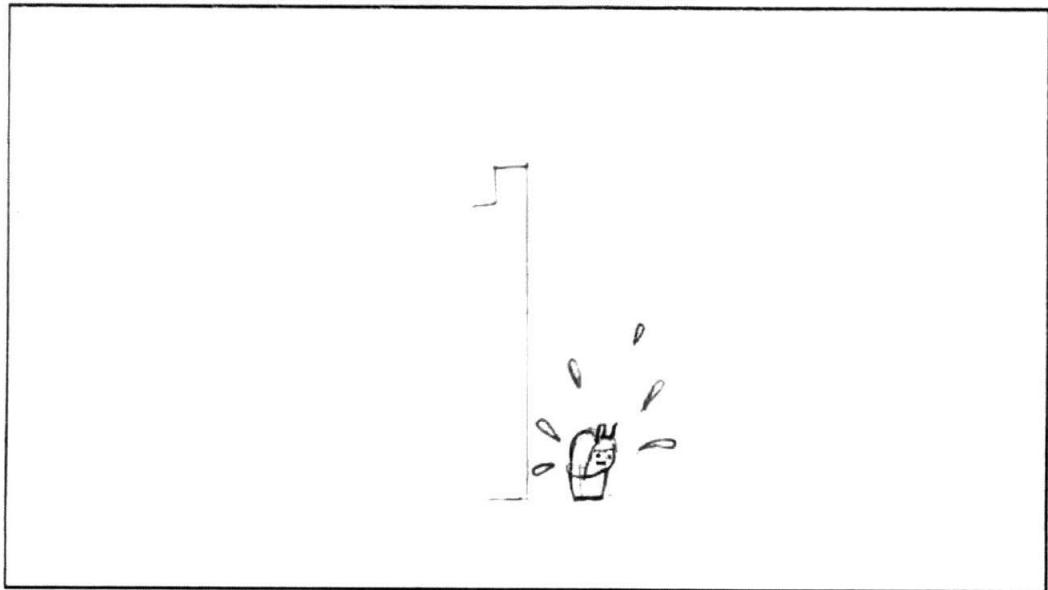
Bg.

day night

Cut

1025/162

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Dialog:

AUDIENCE: YAYYY!

Action: SNAIL HITS THE BUCKET PERFECTLY.

DEC 13 2013

Timing:

Production :

1025/162

1025/162

ADVENTURE TIME

1025/162

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Cut

Page

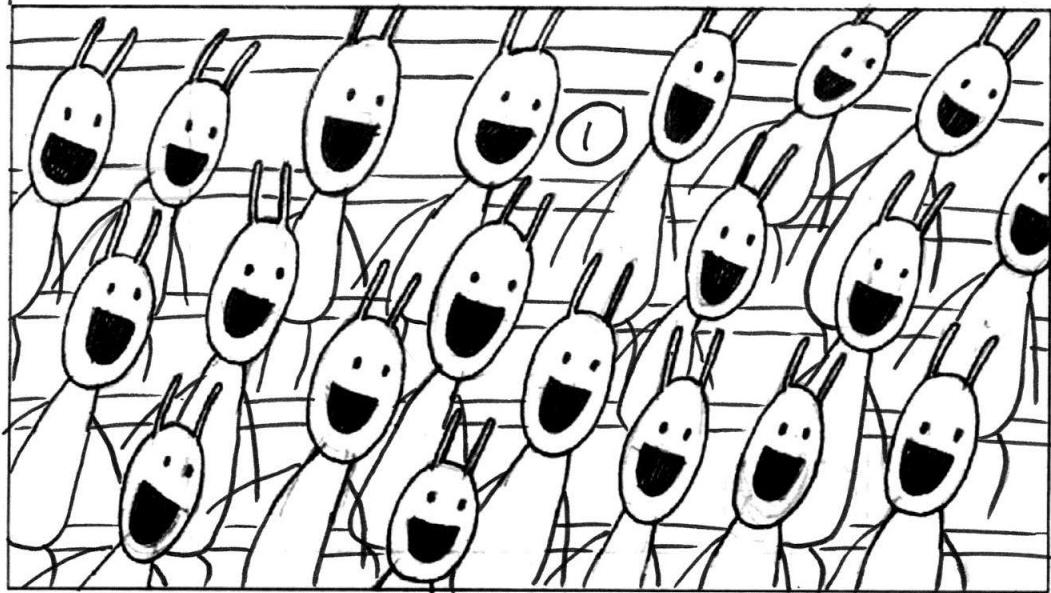
94

Sc. 45

Pnl. A

Bg.

day night

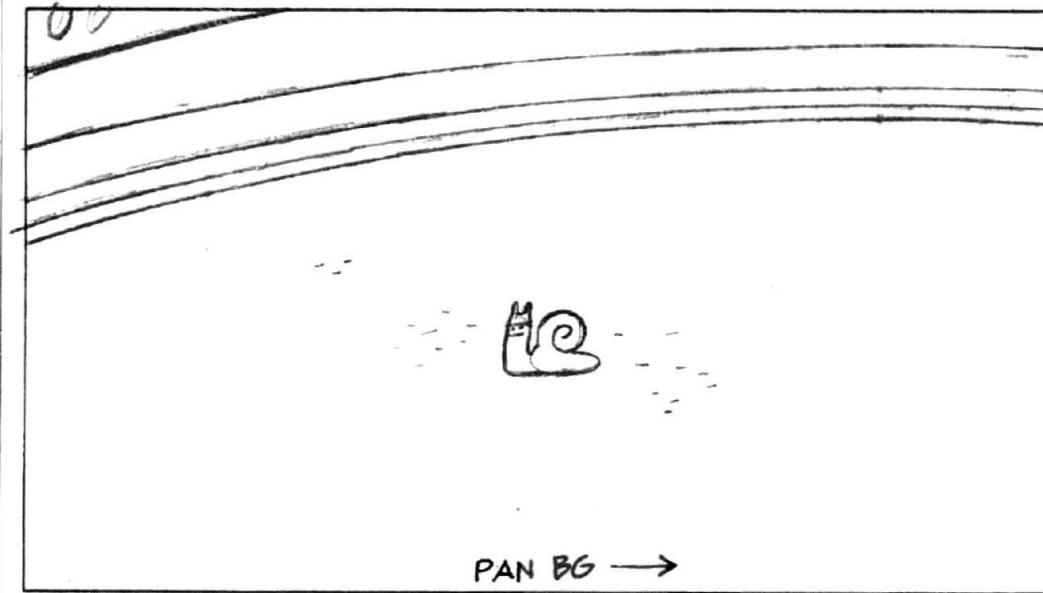


Sc. 46

Pnl. A

Bg.

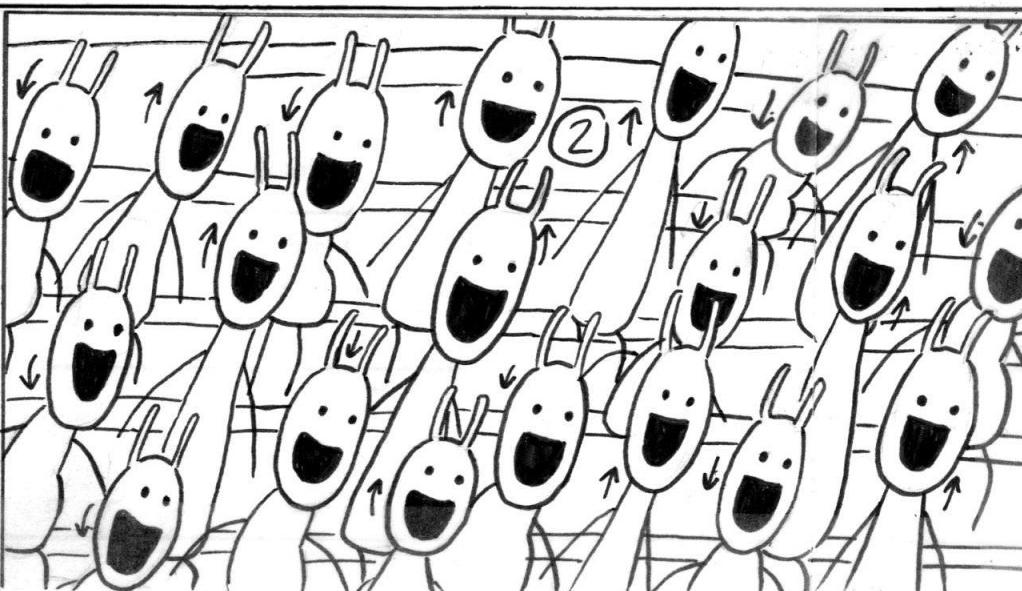
day night



Dialog: AUDIENCE: YAYYY!

Action: THE AUDIENCE CHEERS FOR THE SNAIL.

Timing: - CYCLE ①, ②, ①, ② etc.



DEC 13 2013

- SNAIL
EXITS THE
RING
PROUDLY

Production:

EPISODE #

1025/162

1025/162

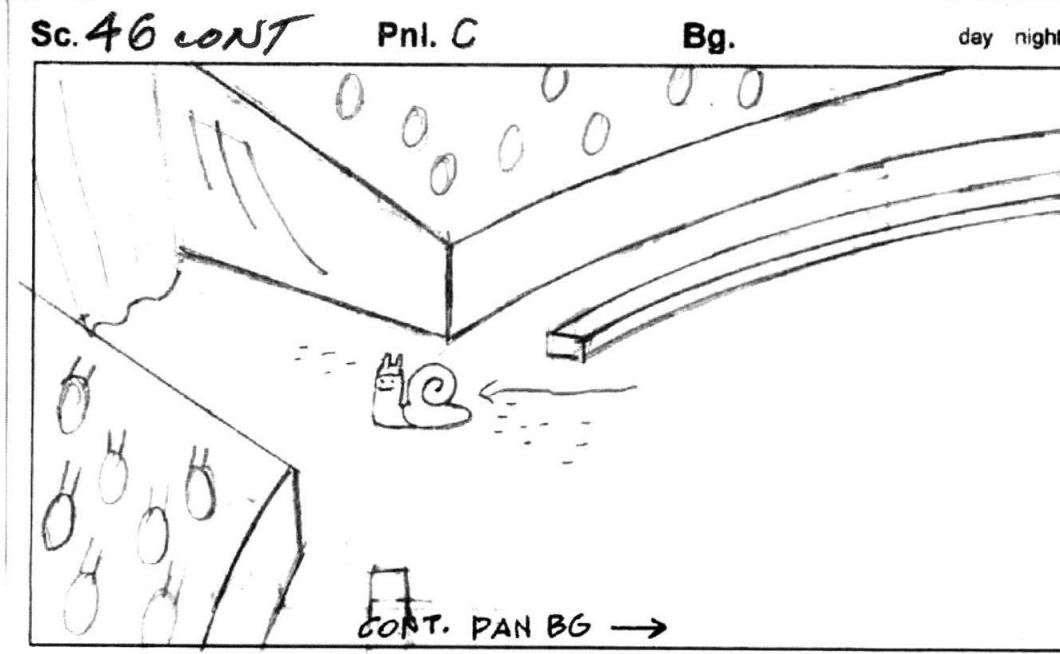
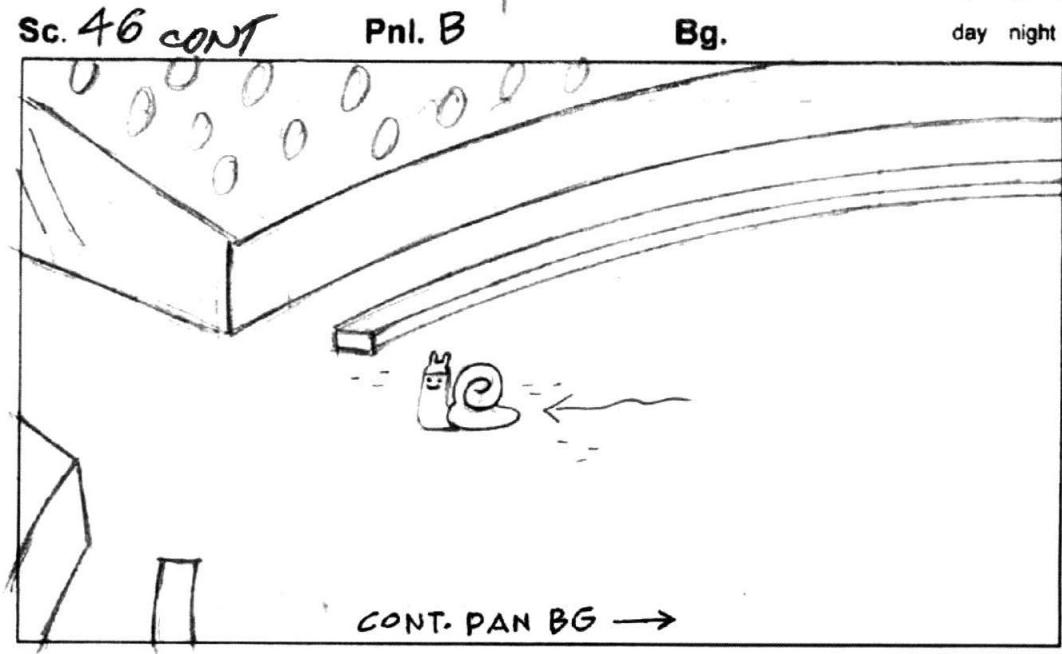
1025/162

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ADVENTURE TIME



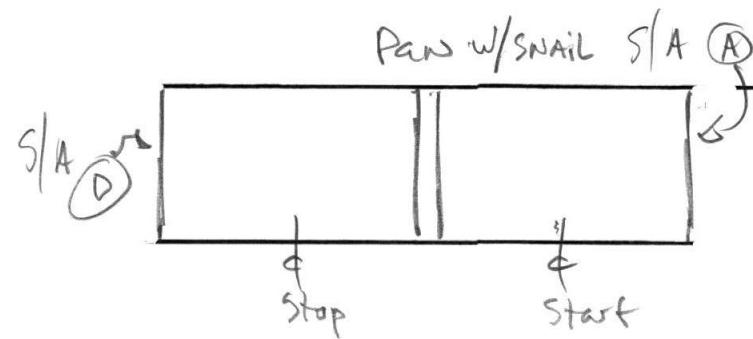
Page 95



Dialog:

Action: CONT. SNAIL EXIT

Timing:



DEC 13 2013

Production :

EPISODE #

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1025/162

1025/162

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ADVENTURE TIME



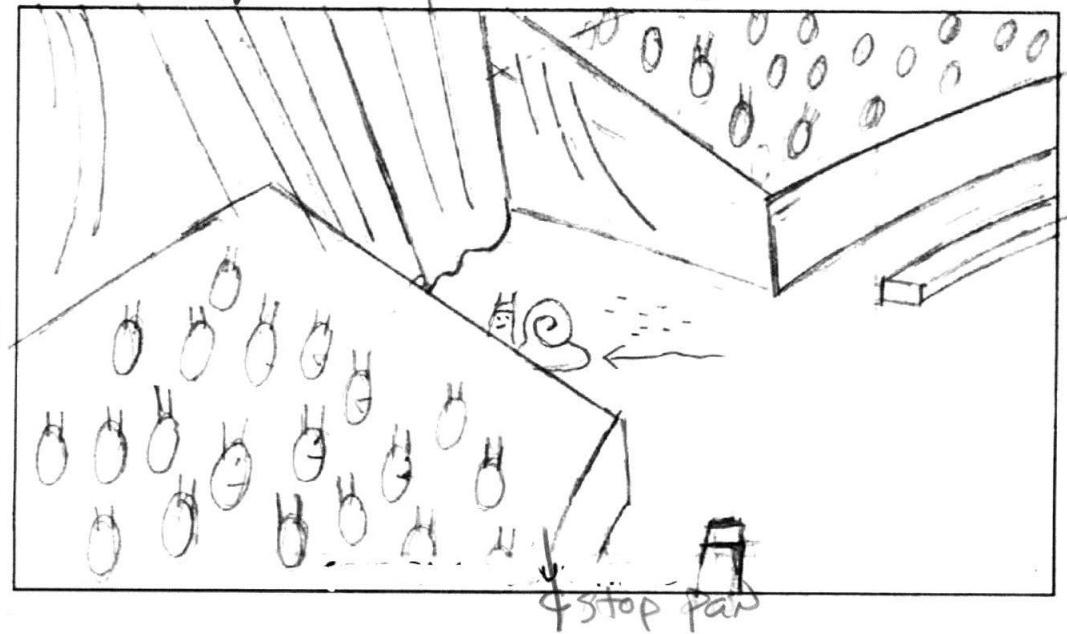
Page 96

Sc. 46 cont

Pnl. D

Bg.

day night

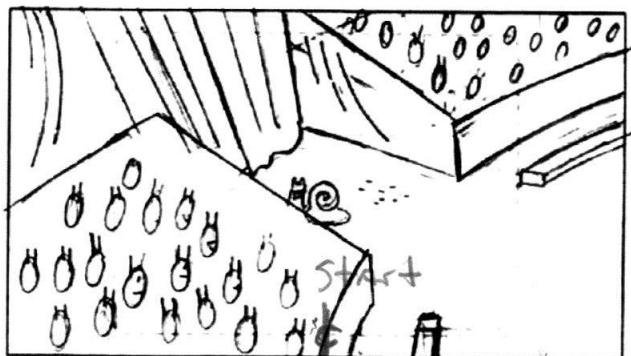
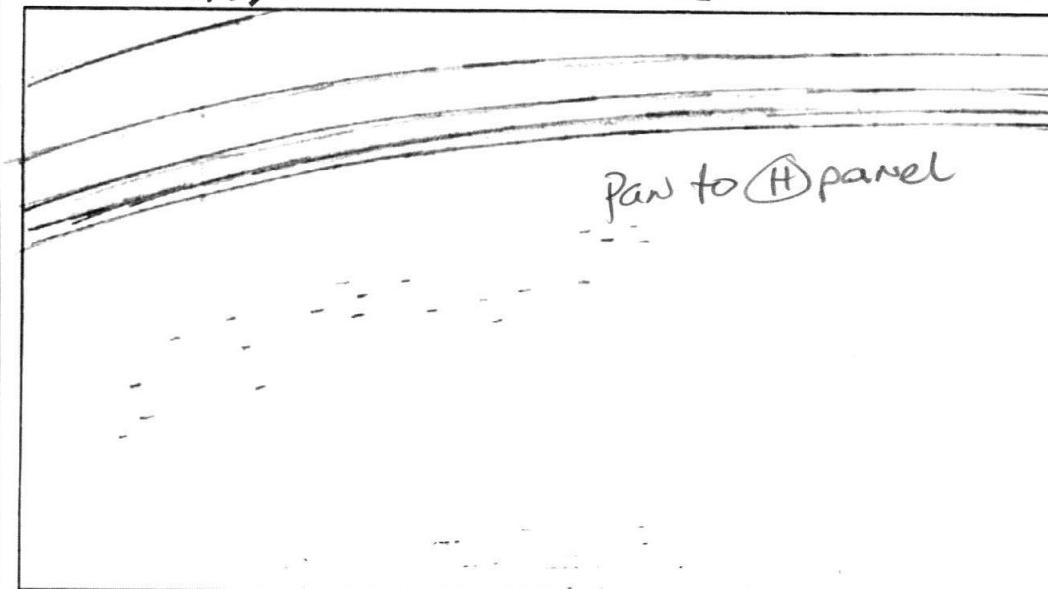


Sc. 46 cont

Pnl. E

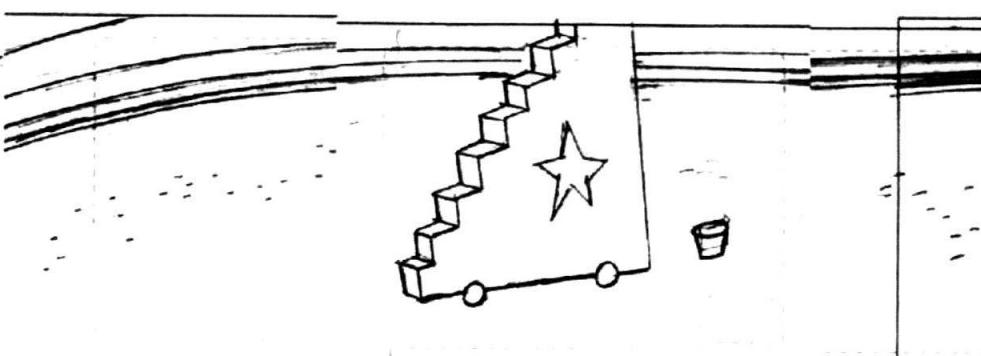
Bg.

day night

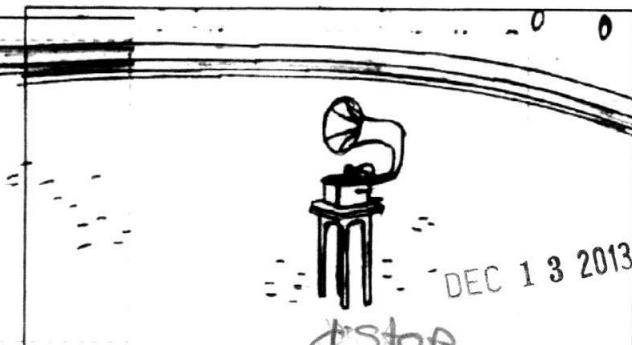


LAYOUT FOR SC. 46

S/A (D)



Pan Fast to →



stop
S/A (H)

Production

1025/162

EPISODE #

1025/162

1025/162

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ADVENTURE TIME



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day night

Sc. 46 cont Pnl. F

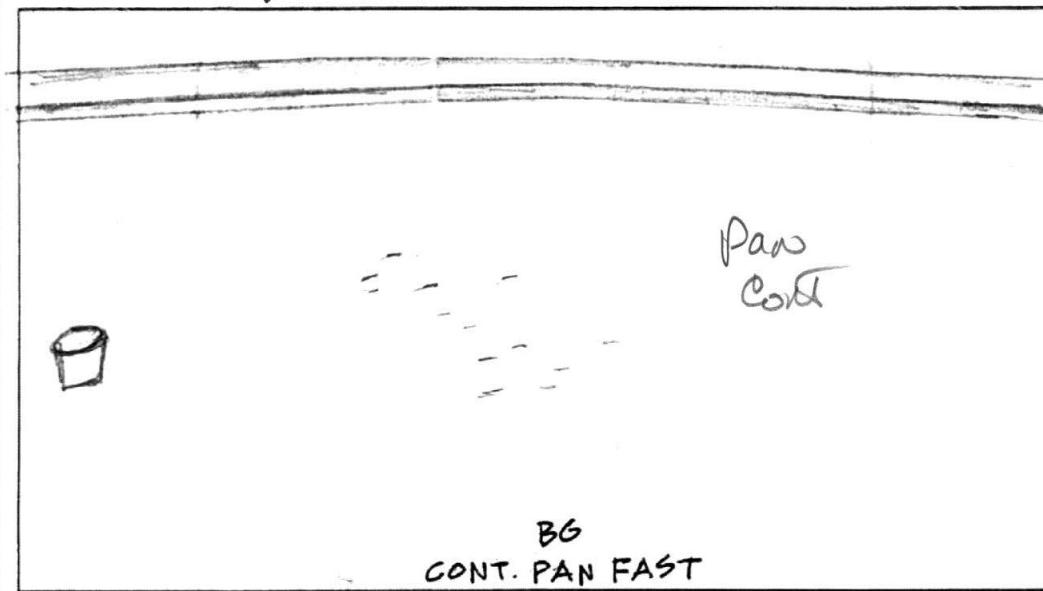
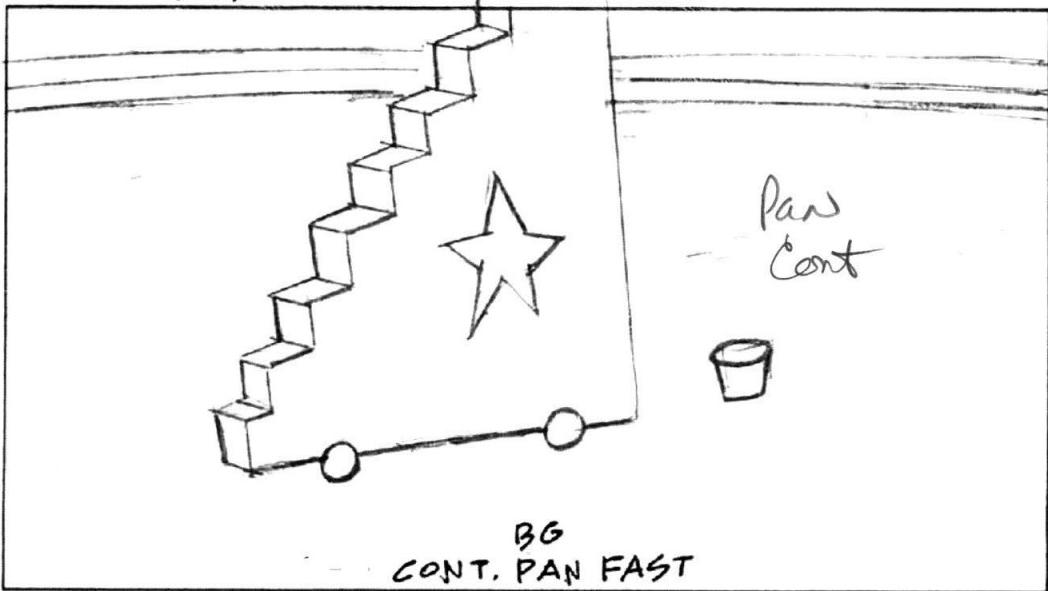
Bg.

day night

Sc. 46 cont Pnl. G

Bg.

day night



Dialog:

Action: -CONT. PAN TO THE OTHER SIDE
OF THE RING.

DEC 13 2011

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

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Sc. 46 cont

Pnl. H

Bg.



day night

Sc. 47

Pnl. A

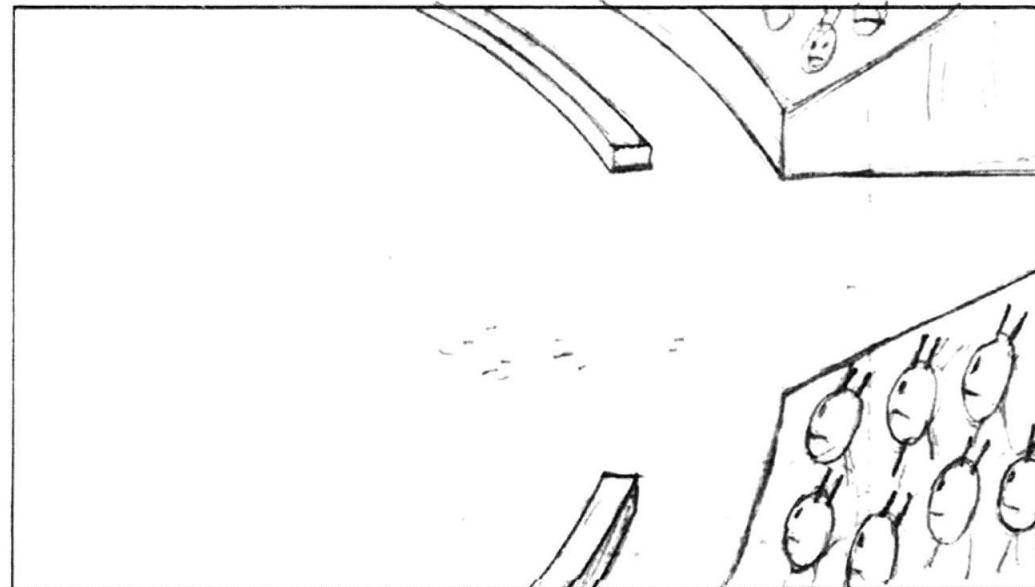
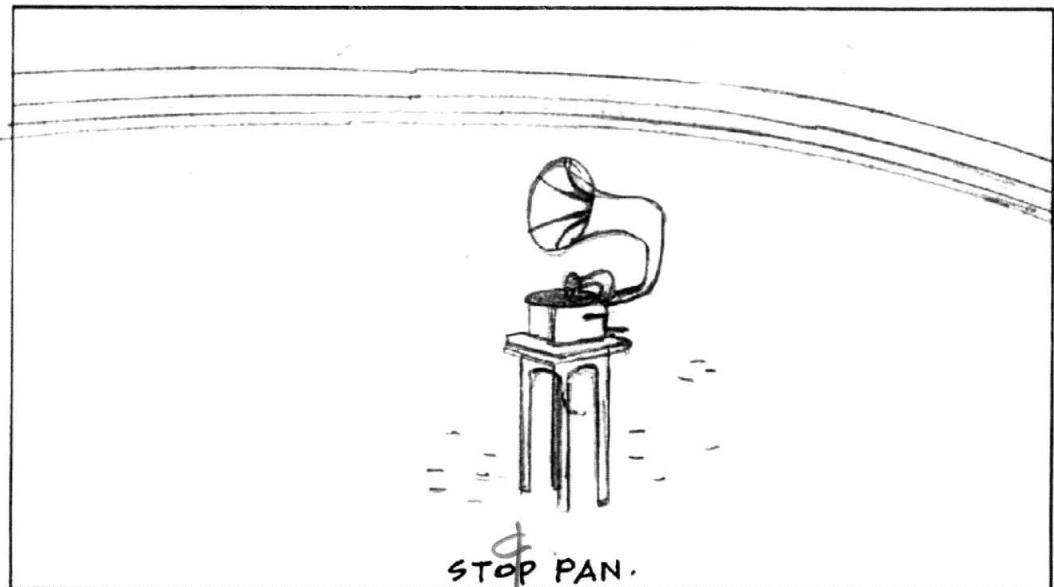
Bg.

Page

98

98A NEXT

day night



1025/162

Dialog: MUSIC: MELANCHOLY MUSIC COMES FROM THE VICTROLA.

Action: - STOP THE QUICK PAN
- HOLD ON THE VICTROLA

Timing:

DETAIL:

pose (H)



WIDE SHOT OF BLUE NOSE ENTERING, PUSHING A CART WITH A PILE OF ORANGES ON IT.

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page 98A
99 NEXT
day night

Sc. 47 cont

Pnl.B

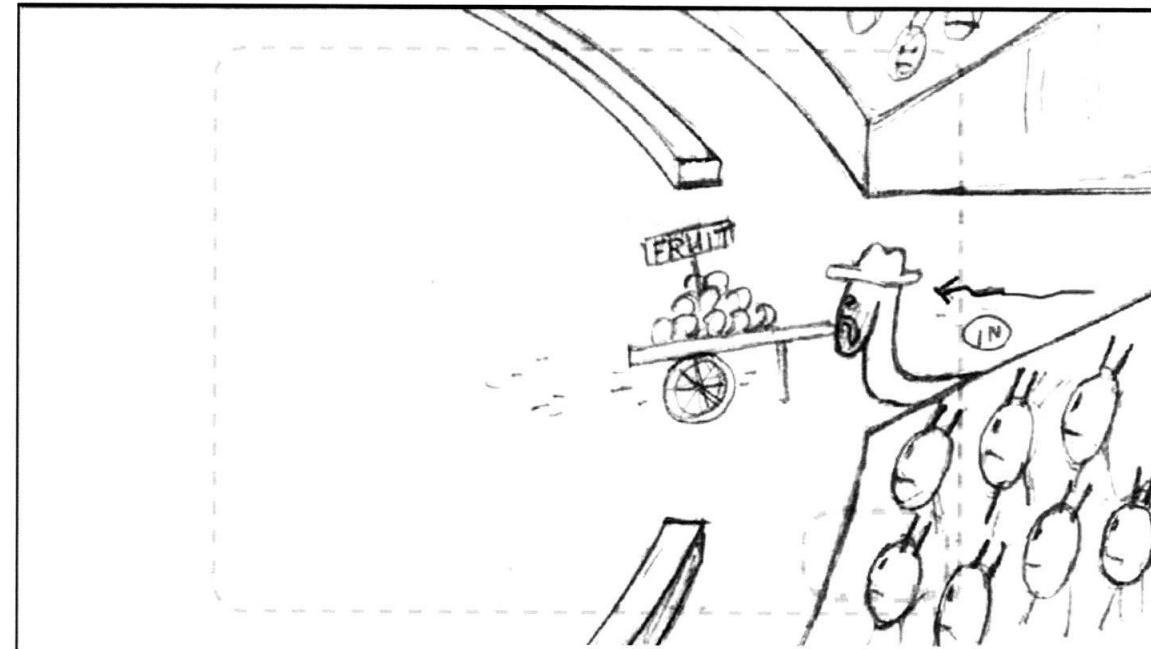
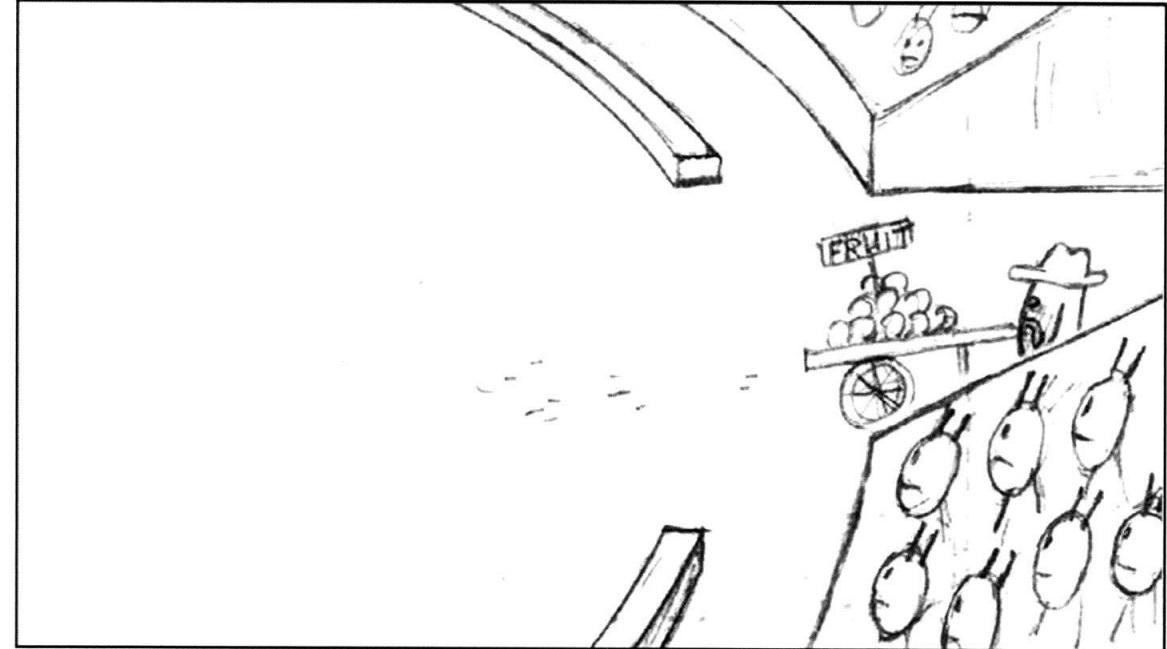
Bg.

day night

Sc. 47 cont

Pnl.C

Bg.



Dialog:

Action:

Timing:

DEC 13 2013

Production :

10251162

ADVENTURE TIME



Page 99

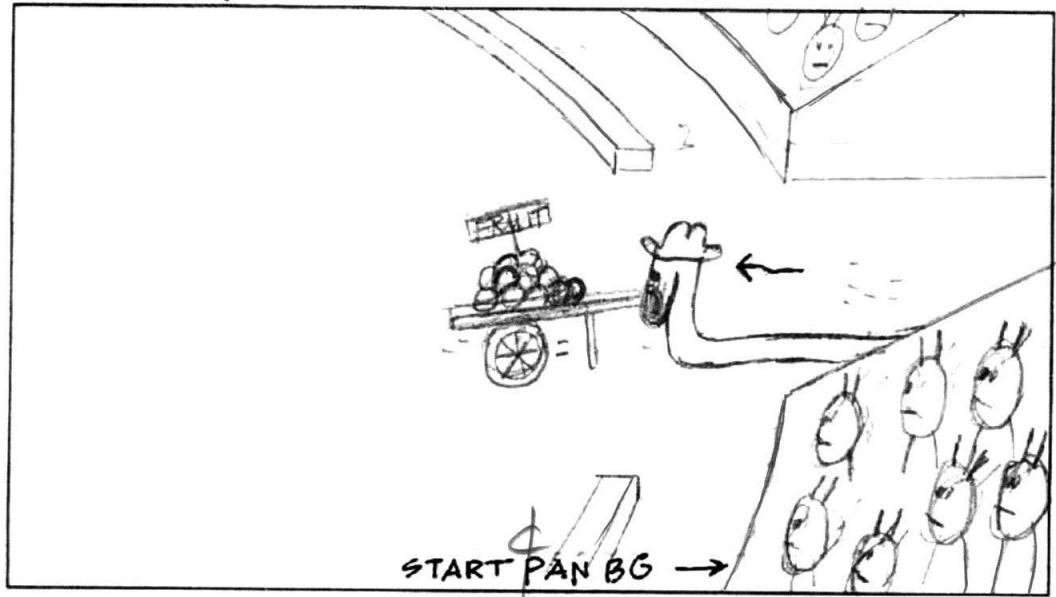
1025/162

Sc. 47 cont

Pnl.D

Bg.

day night

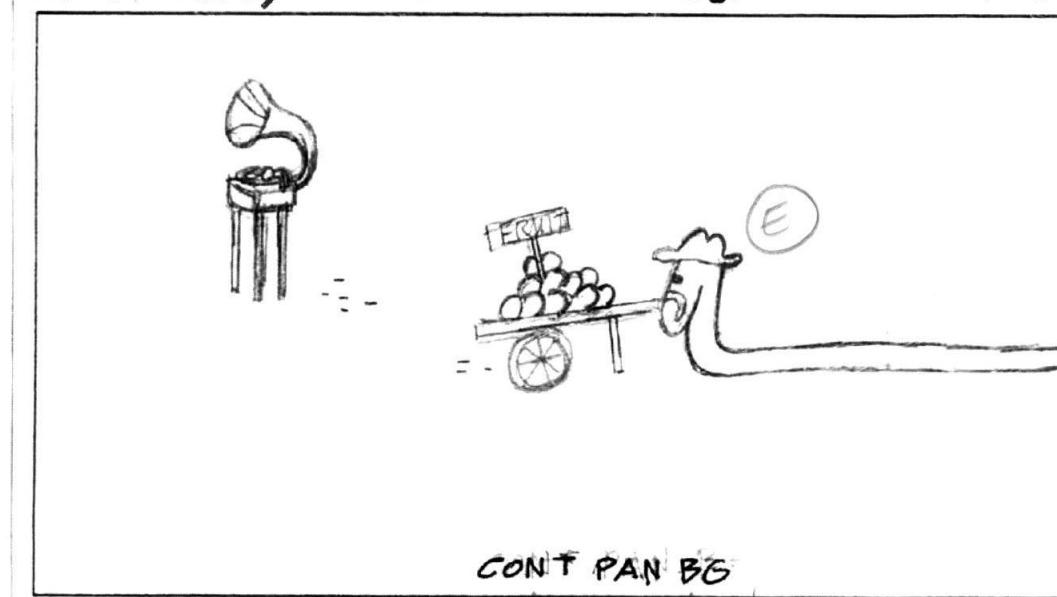


Sc. 47 cont

Pnl.E

Bg.

day night

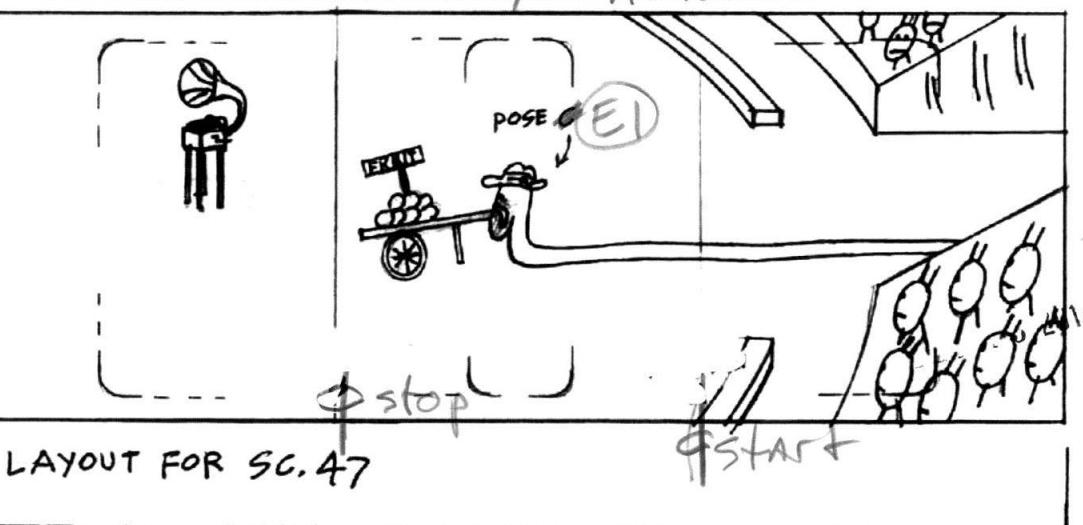


Dialog:

Action: - START PAN W. BLUE NOSE.

S/A
F

Timing:



EPISODE #

1025/162

Production :

1025/162

ADVENTURE TIME

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NO SC'S
48-50

Page 100

*H2
Cat*

Sc. 47 CONT

Pnl.F

Bg.

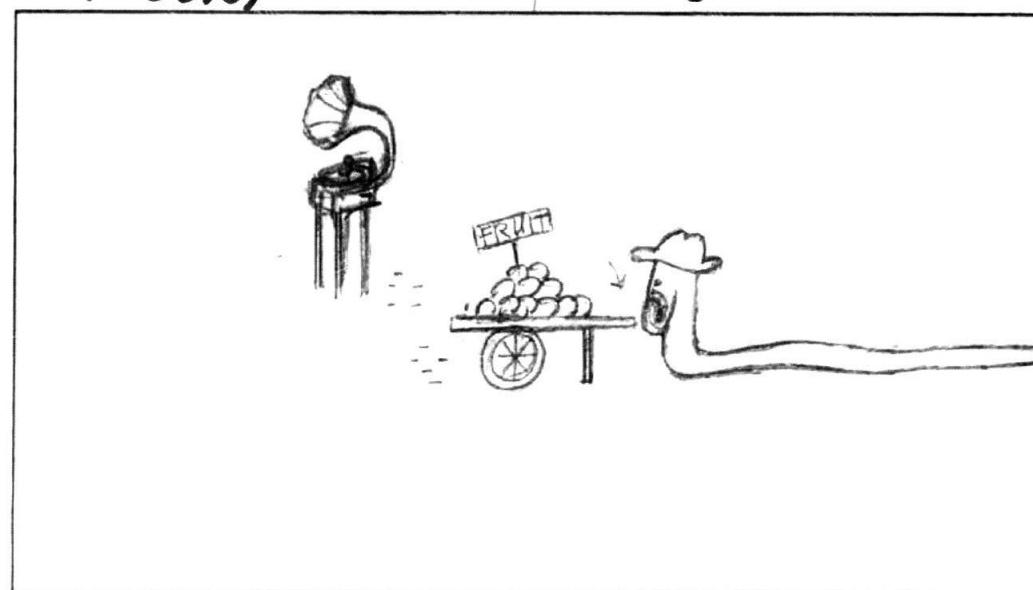
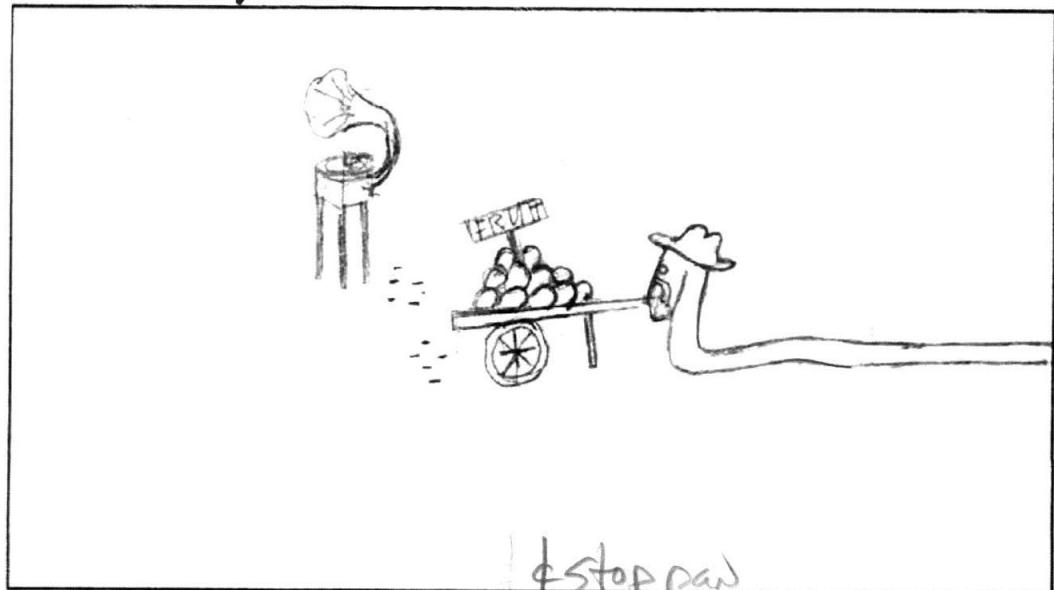
day night

Sc. 47 CONT

Pnl.G

Bg.

day night



1025/162

Dialog:

Action:
- BLUE NOSE STOPS WALKING.
- STOP PAN.

- BLUE NOSE SETS DOWN THE CART.

DEC 13 2013

Timing:

Production :

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1025/162-

HW
Cut

ADVENTURE TIME



Page 101

Sc. 51

Pnl. A

Bg.

day night

Sc. 51 CONT

Pnl. B

Bg.

day night



Dialog:

Action: CLOSE ON BLUE NOSE WITH THE (SLIGHTLY ROTTING) ORANGES.

BLUE NOSE LEANS TOWARD THE ORANGES.

DEC 13 2013

Timing:

Production :

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Sc. 51 CONT

Pnl. C

Bg.

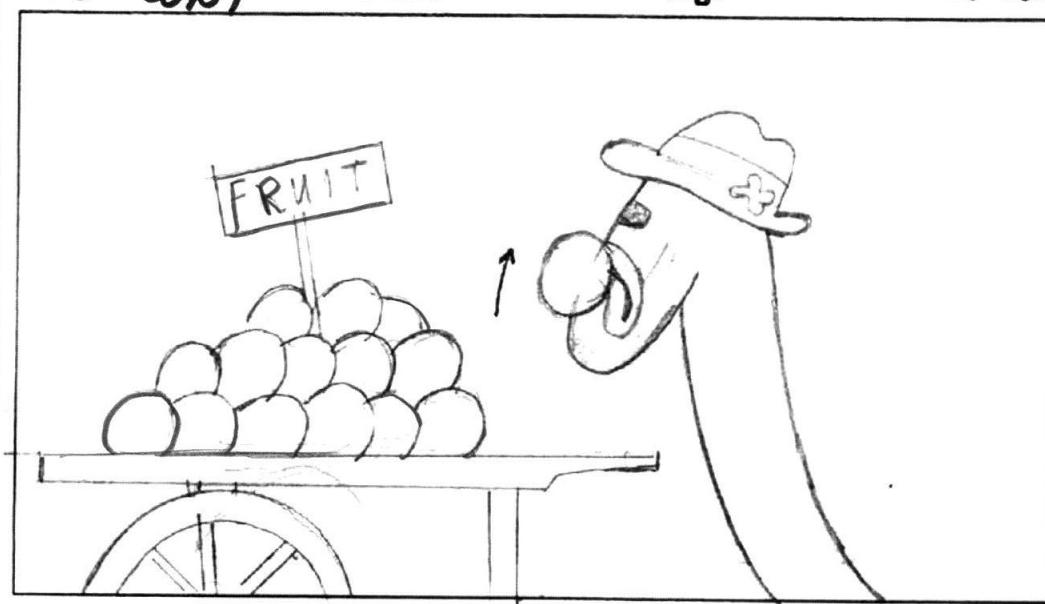
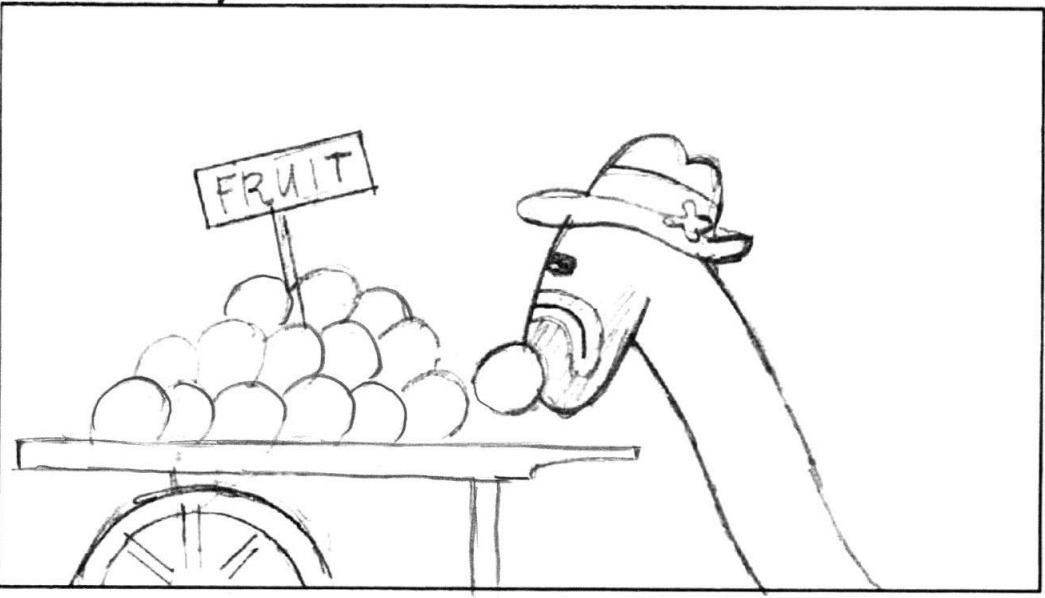
day night

Sc. 51 CONT

Pnl. D

Bg.

day night



Dialog:

Action: BLUE NOSE PICKS UP AN ORANGE.

Timing:

DEC 13 2013

Production :

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ADVENTURE TIME



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Sc. 51 cont

Pnl. E

Bg.

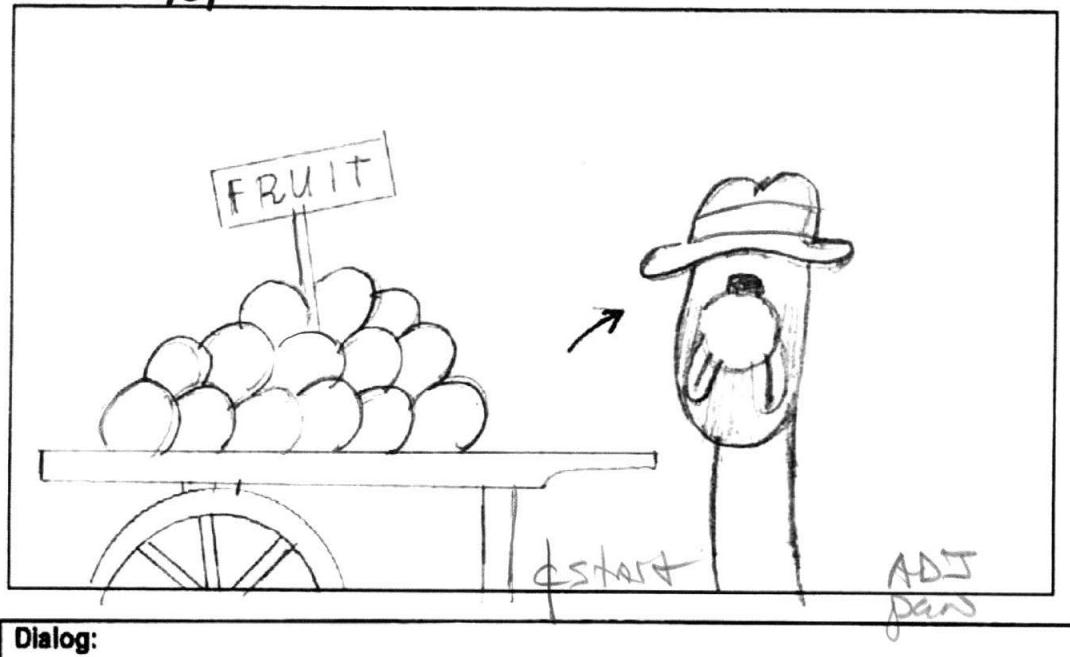
day night

Sc. 51 cont

Pnl. F

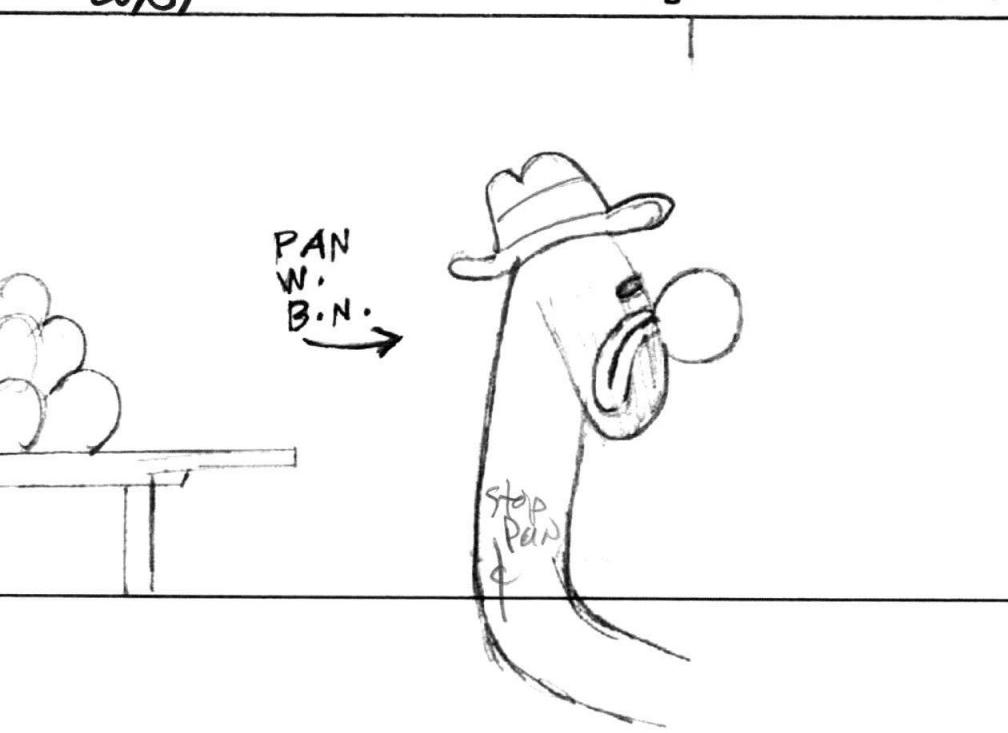
Bg.

day night



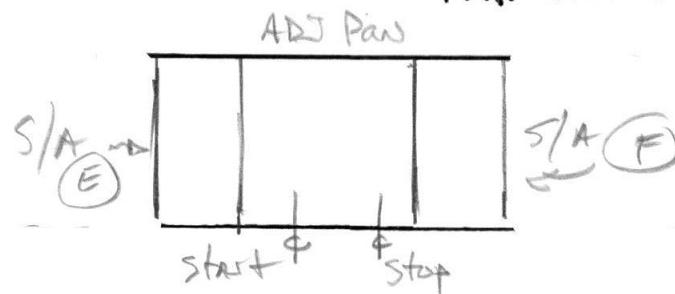
Dialog:

Action: BLUE NOSE TURNS WITH THE ORANGE.



- CONT TURN
- PAN WITH B.N.

Timing:



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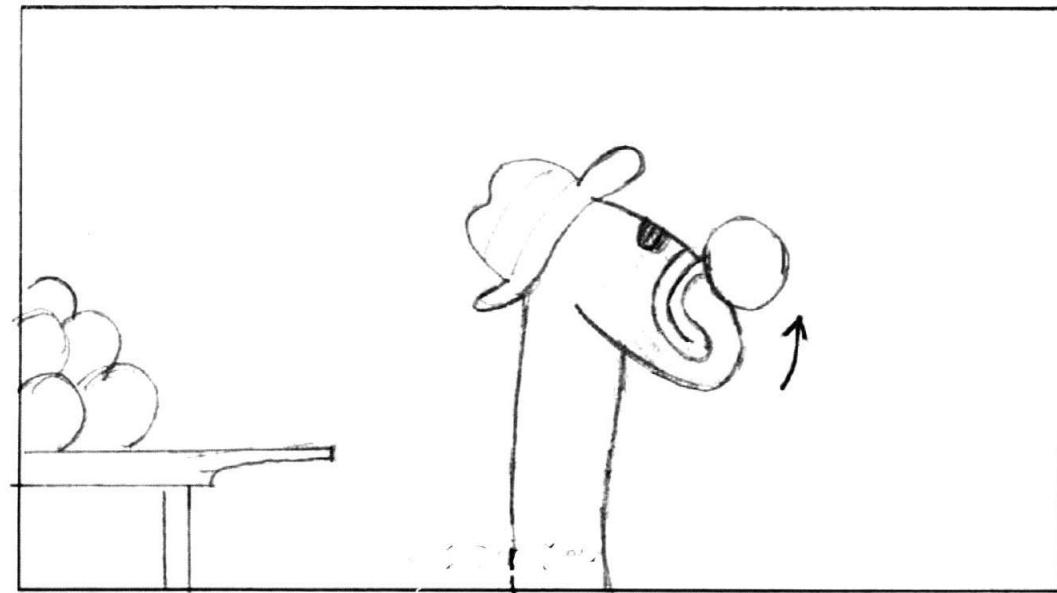
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Sc. 51 CONT

Pnl. G

Bg.

day night



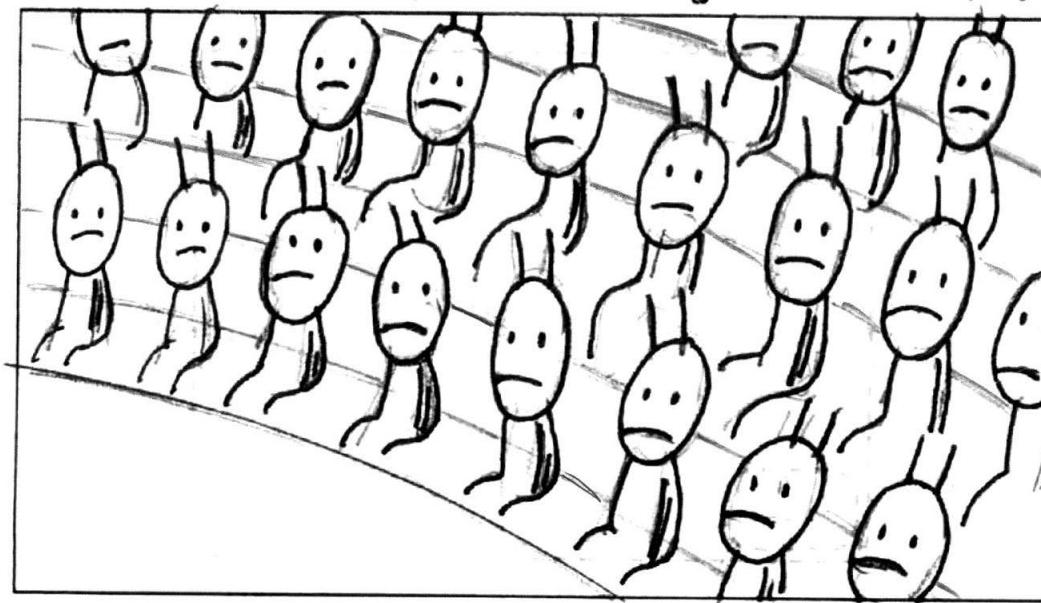
Sc. 52

Pnl. A

Bg.

Page 104

day night



Dialog:

Action: BLUE NOSE LIFTS UP THE ORANGE TO SHOW IT
TO THE AUDIENCE.

AUDIENCE DOESN'T KNOW WHAT TO THINK.

Timing:

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ADVENTURE TIME



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Sc. 53

Pnl. A

Bg.

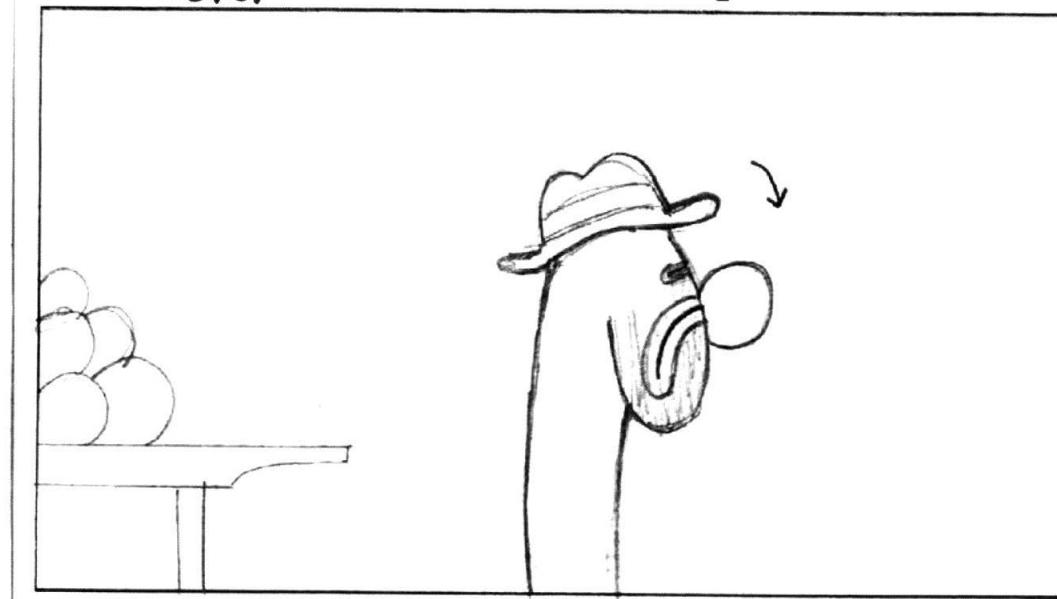
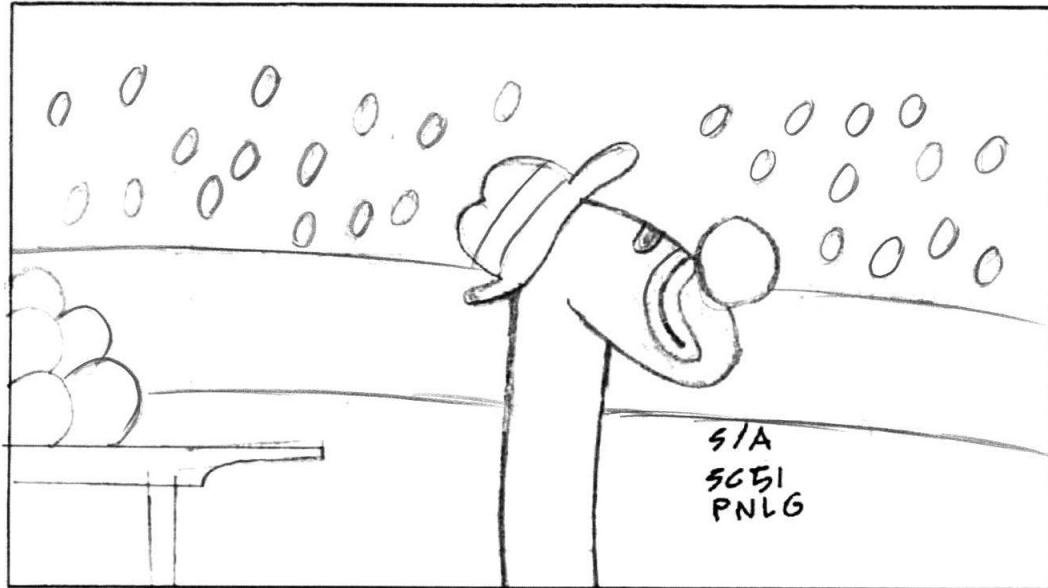
day night

Sc. 53 CONT

Pnl. B

Bg.

day night



Dialog:

Action: CUT BACK TO BLUE NOSE, STILL HOLDING UP
THE ORANGE.

BLUE NOSE LOWERS THE ORANGE.

Timing:

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Sc. 53 CONT

Pnl. C

Bg.

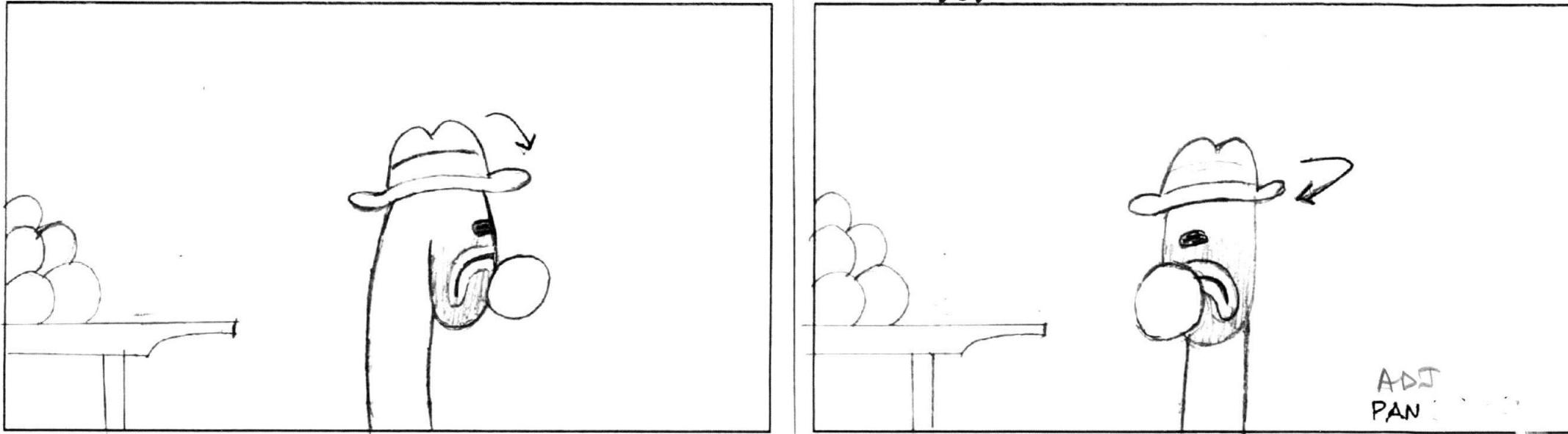
day night

Sc. 53 cont

Pnl. D

Bg.

day night



1025/162

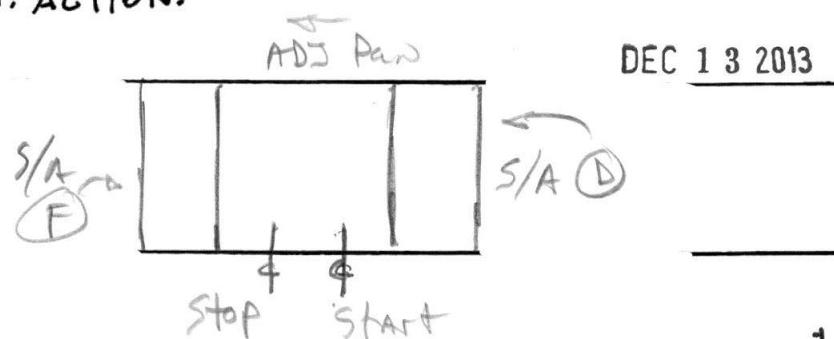
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Dialog:

Action: BLUE NOSE LOWERS THE ORANGE EVEN MORE,
DISAPPOINTED.

- BLUE NOSE TURNS BACK TO THE CART.
- PAN W. ACTION.

Timing:



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Sc. 53 CONT

Pnl. E

Bg.

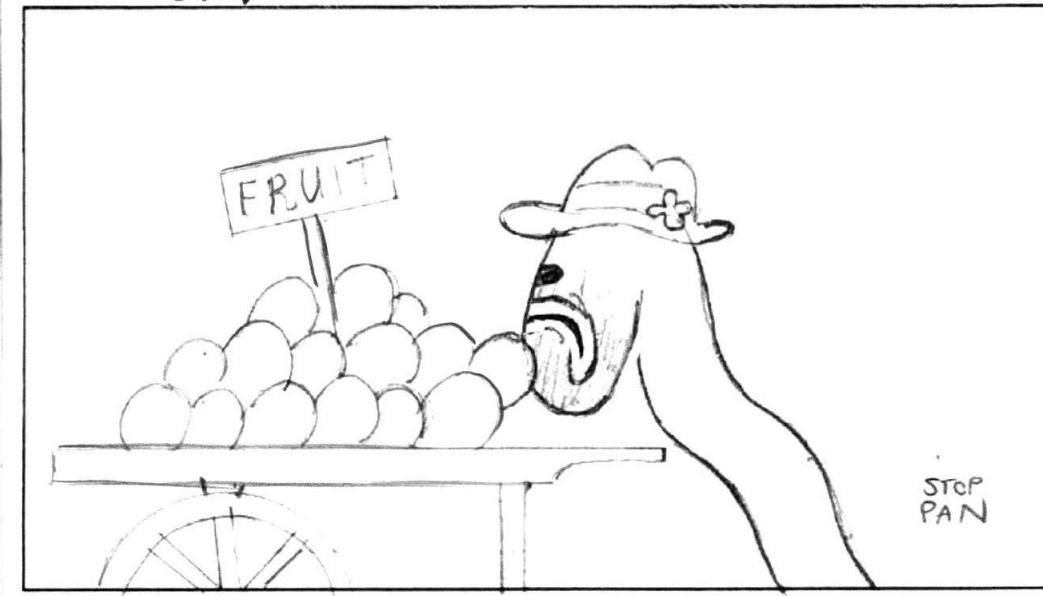
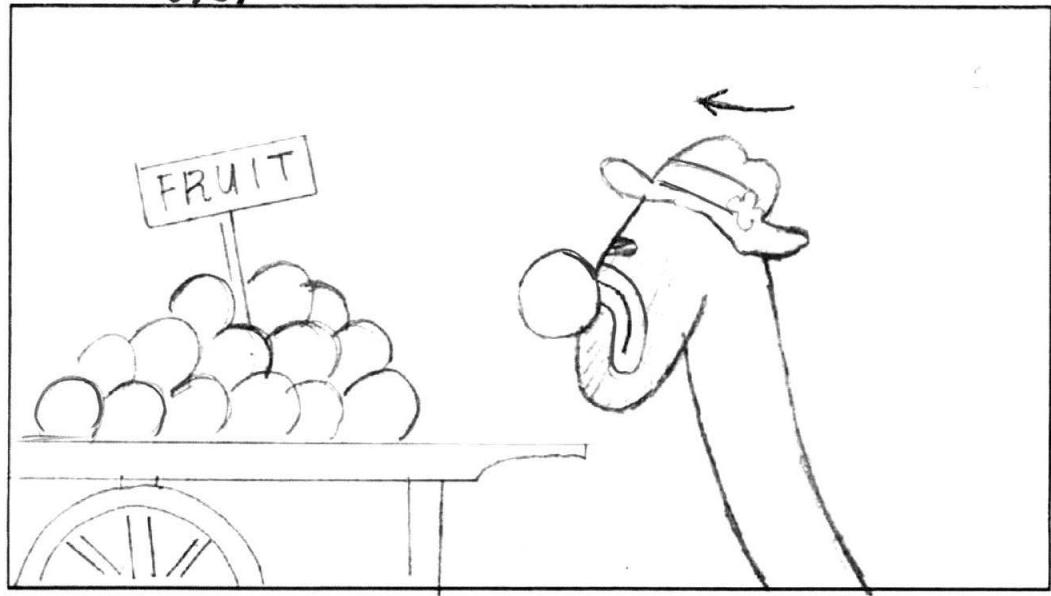
day night

Sc. 53 CONT

Pnl. F

Bg.

day night



Dialog:

Action:

BLUE NOSE PLACES THE ORANGE BACK
ONTO THE CART.

Timing:

DEC 13 2013

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Sc. 53 cont Pnl. G

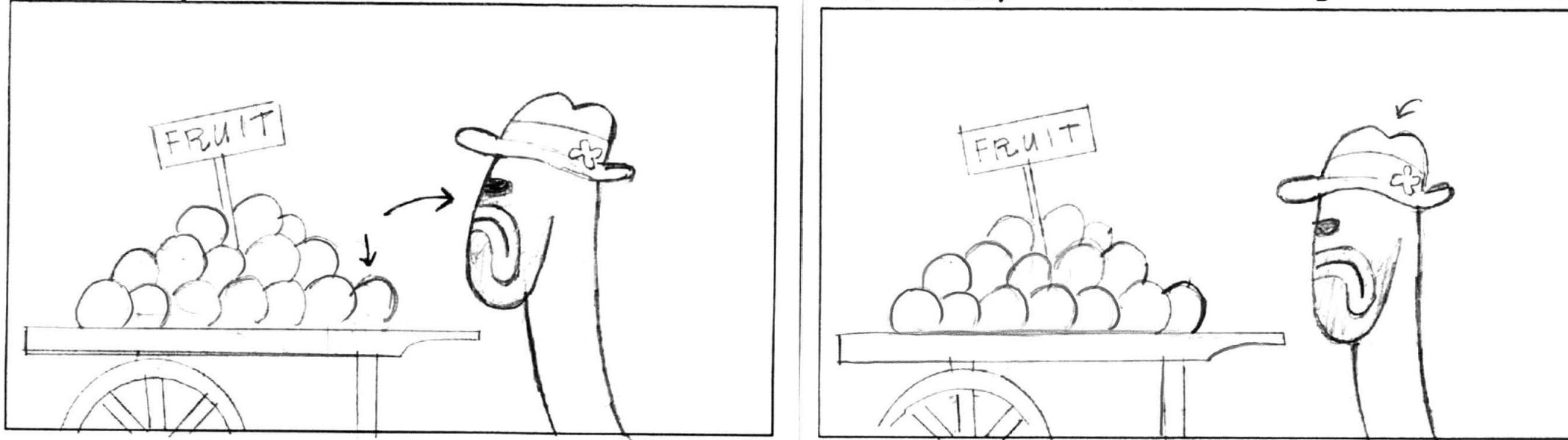
Bg.

day night

Sc. 53 cont Pnl. H

Bg.

day night



Dialog:

Action:
- ORANGE SETTLES.
- BLUE NOSE SETTLES BACK.

A SAD PAUSE.

Timing:

DEC 13 2013

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Page 109

Sc. 53 cont

Pnl. I

Bg.

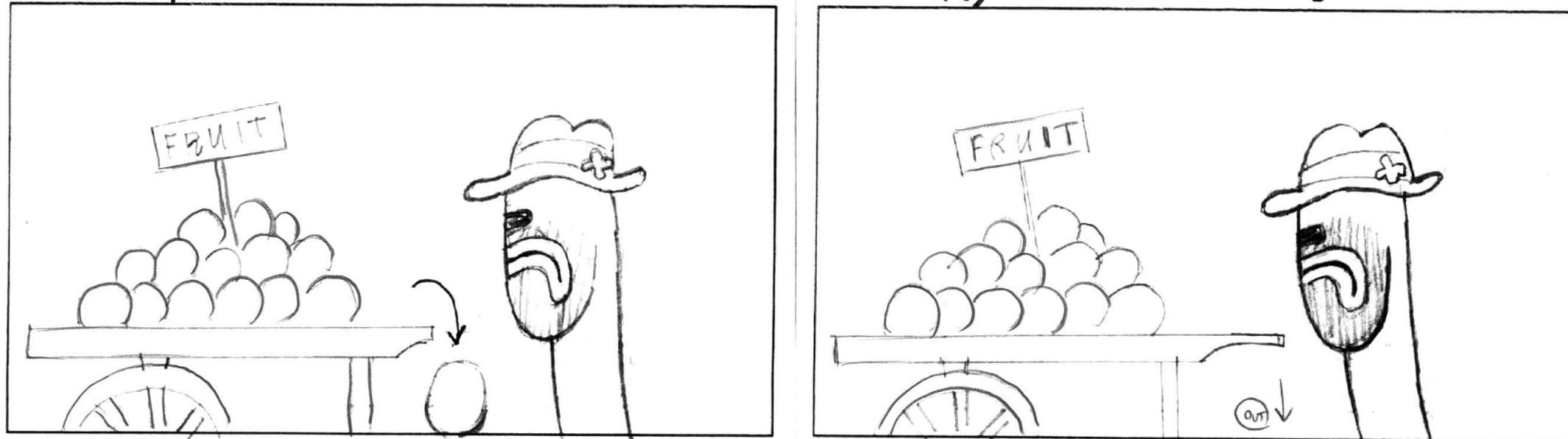
day night

Sc. 53 cont

Pnl. J

Bg.

day night



Dialog:

Action: ORANGE FALLS OFF THE CART.

BLUE NOSE BEGINS TO LEAN DOWN TO THE ORANGE.

Timing:

DEC 13 2013

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Production :

ADVENTURE TIME



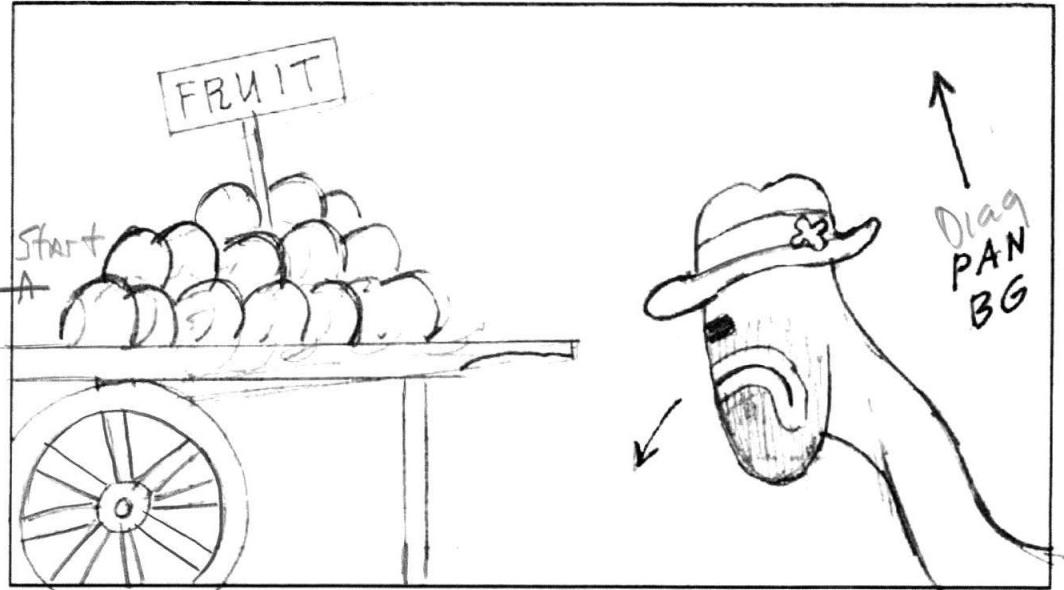
Page 110

Sc. 53 CONT

Pnl. K

Bg.

day night

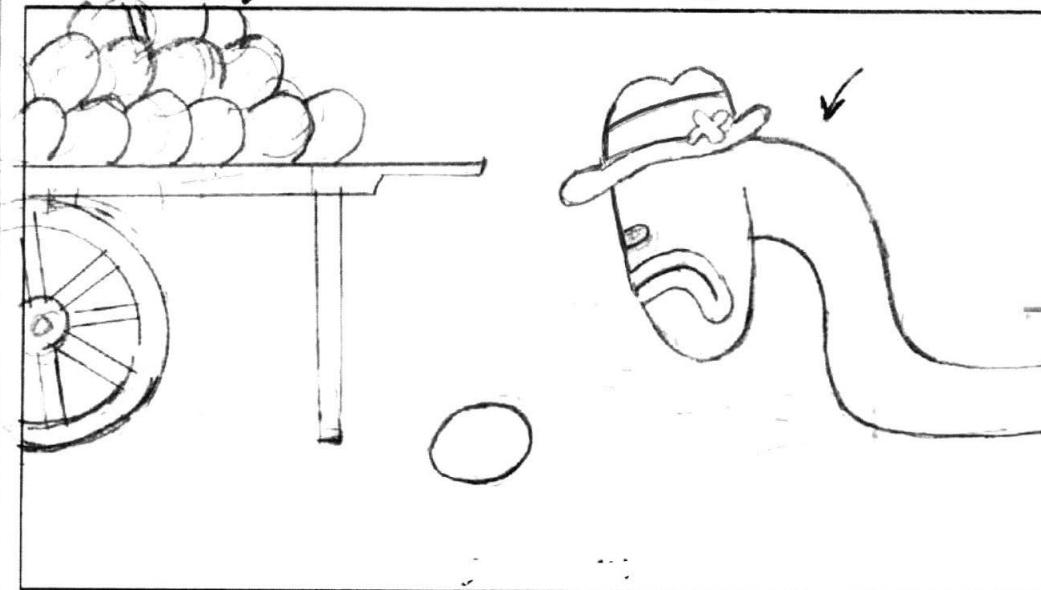


Sc. 53 CONT

Pnl. L

Bg.

day night



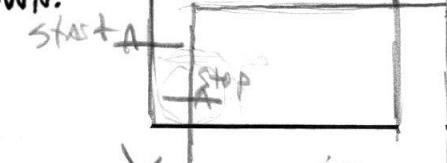
EPISODE #

Stop
pan

Dialog:

S/A (K)

Action: - BLUE NOSE LEANS DOWN.
- PAN W. ACTION



Timing:

BLUE NOSE FINISHES LEANING DOWN, LOOKS
SADLY AT ORANGE.

S/A (L)

DEC 13 2013

Production :

1025/162

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Sc. 53 cont

Pnl. M

Bg.

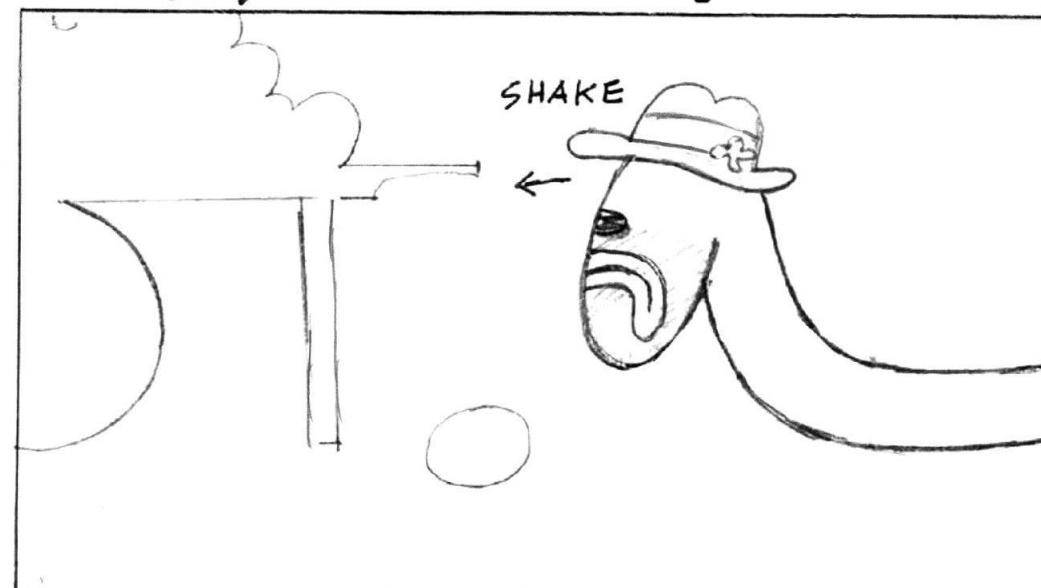
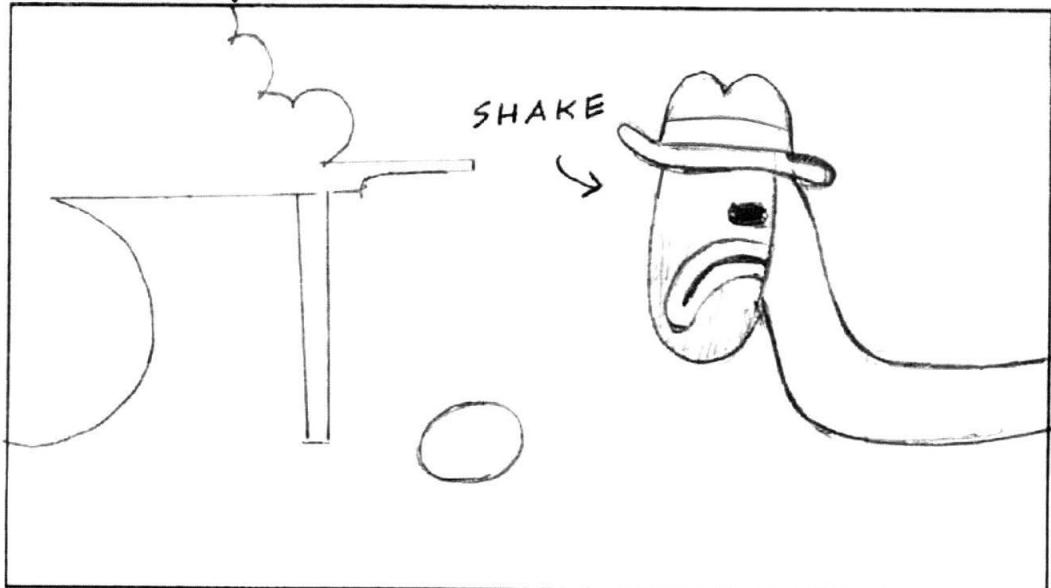
day night

Sc. 53 cont

Pnl. N

Bg.

day night



Dialog:

Action: BLUE NOSE SHAKES HIS HEAD SLOWLY AND SADLY. (REPEAT CYCLE A FEW TIMES.)

Timing:

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Sc. 53 cont

Pnl. O

Bg.

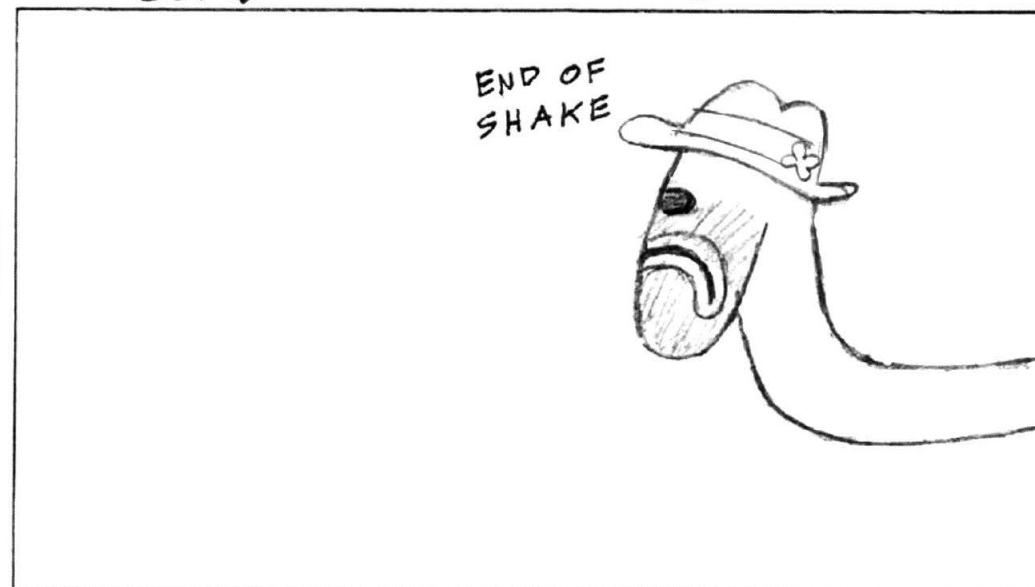
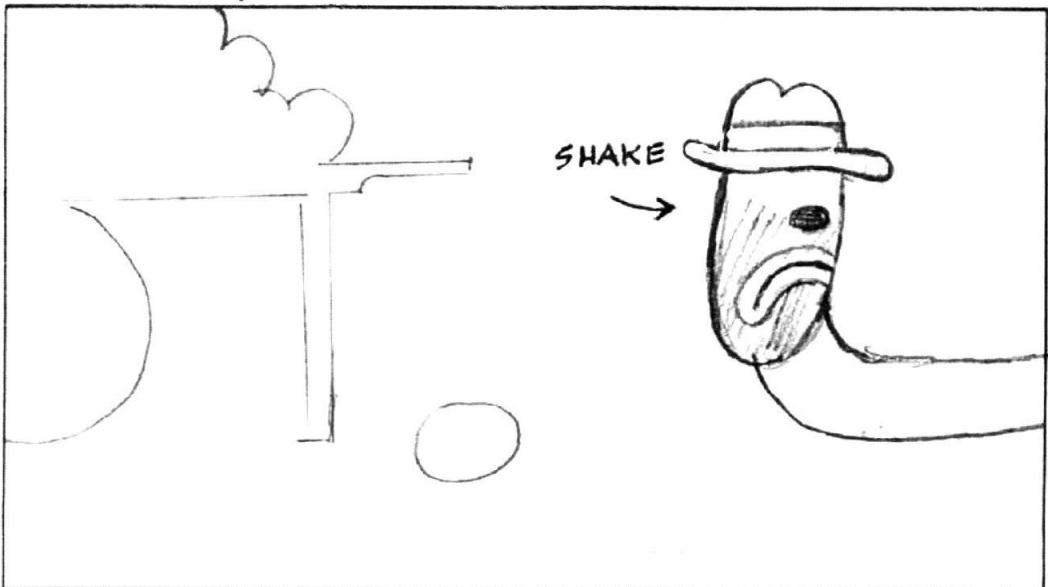
day night

Sc. 53 cont

Pnl. P

Bg.

day night



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Dialog:

Action:

Timing:

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Production :
EPISODE #

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ADVENTURE TIME



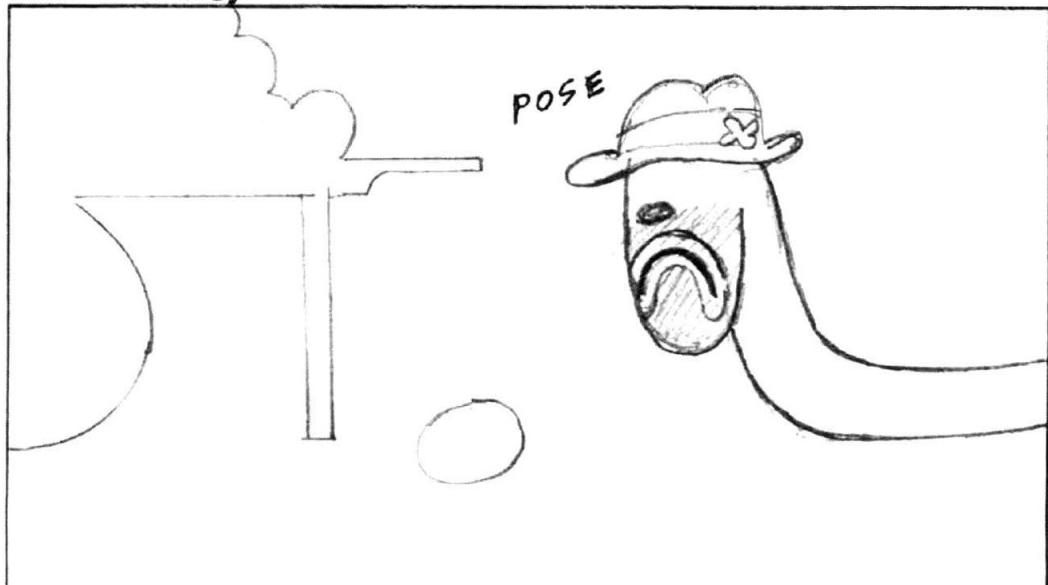
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Sc. 53 cont

Pnl. Q

Bg.

day night

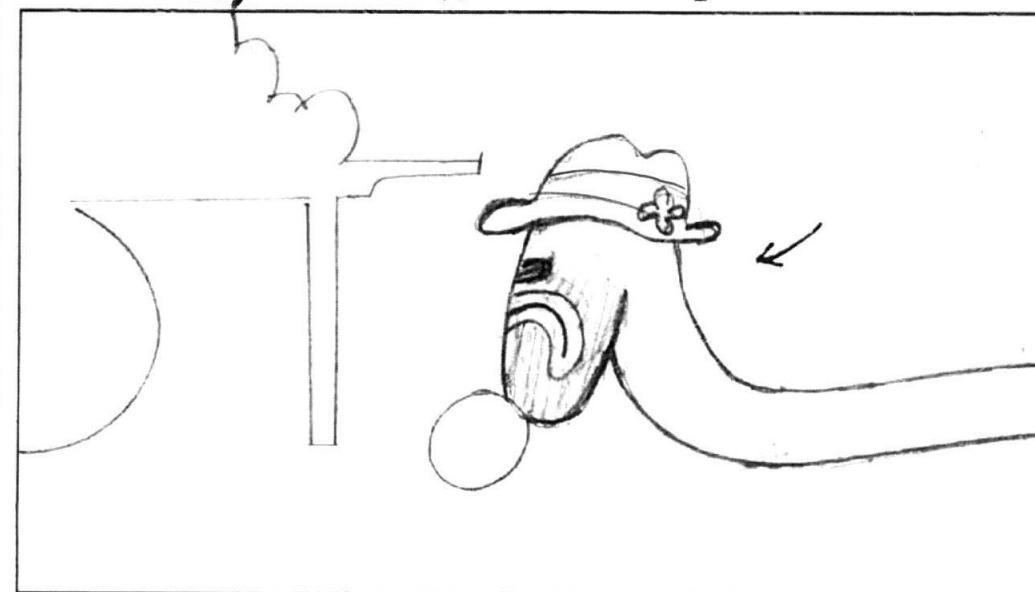


Sc. 53 cont

Pnl. R

Bg.

day night



Dialog:

Action:

BLUE NOSE PUSHES THE ORANGE AWAY.

Timing:

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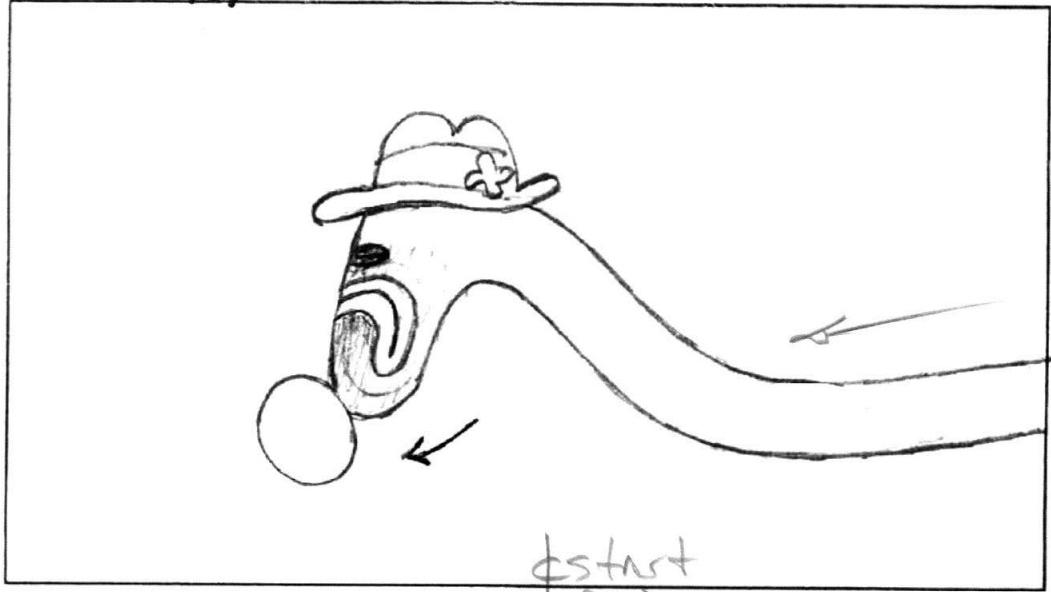
Page 114

Sc. 53 cont

Pnl. S

Bg.

day night

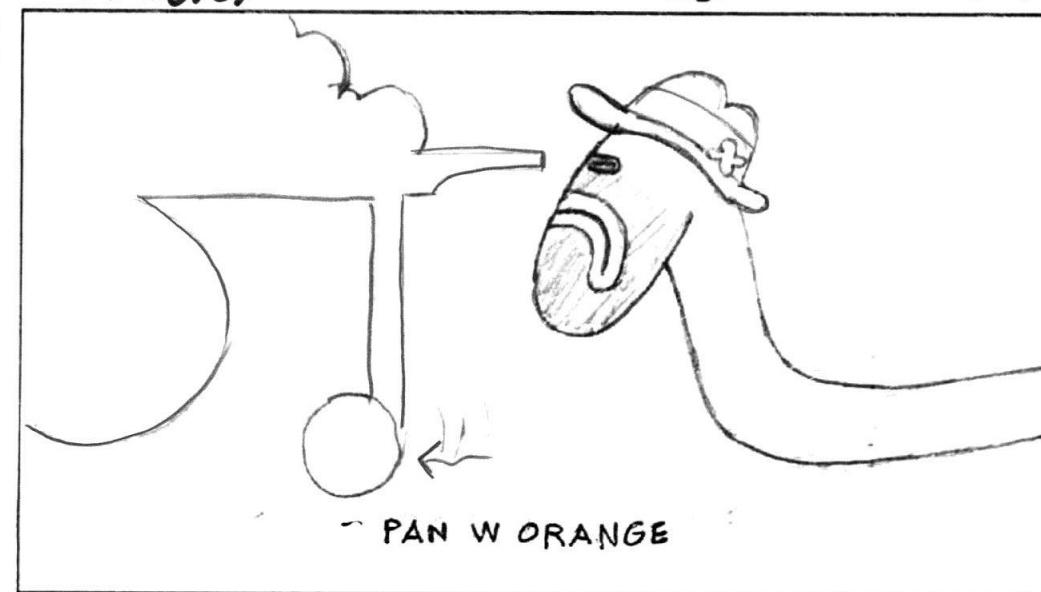


Sc. 53 cont

Pnl. T

Bg.

day night



Dialog:

Pushes orange FWD

Action:

Timing:

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Sc. 53 cont

Pnl. V

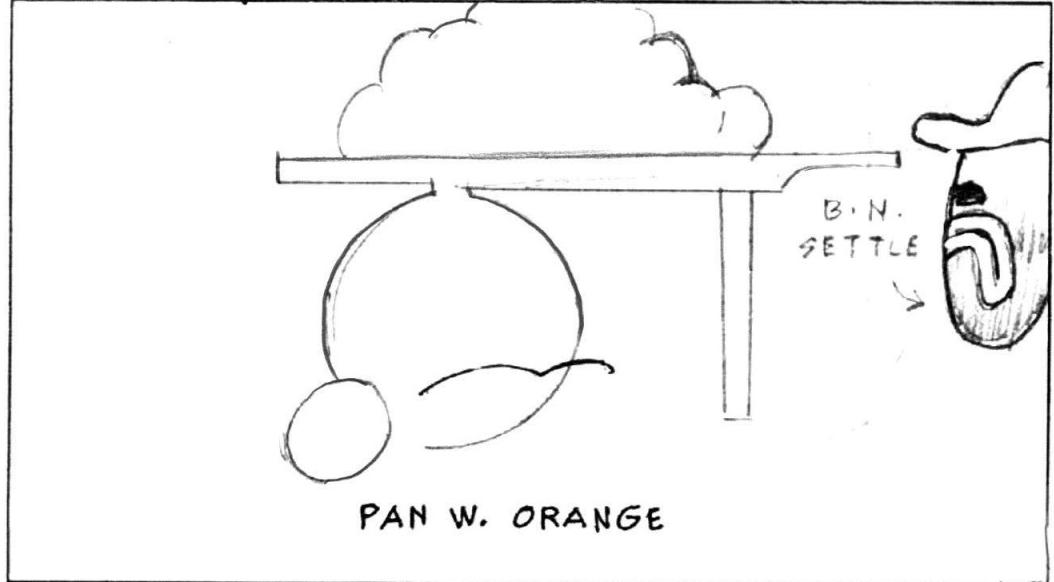
Bg.



day night

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Art

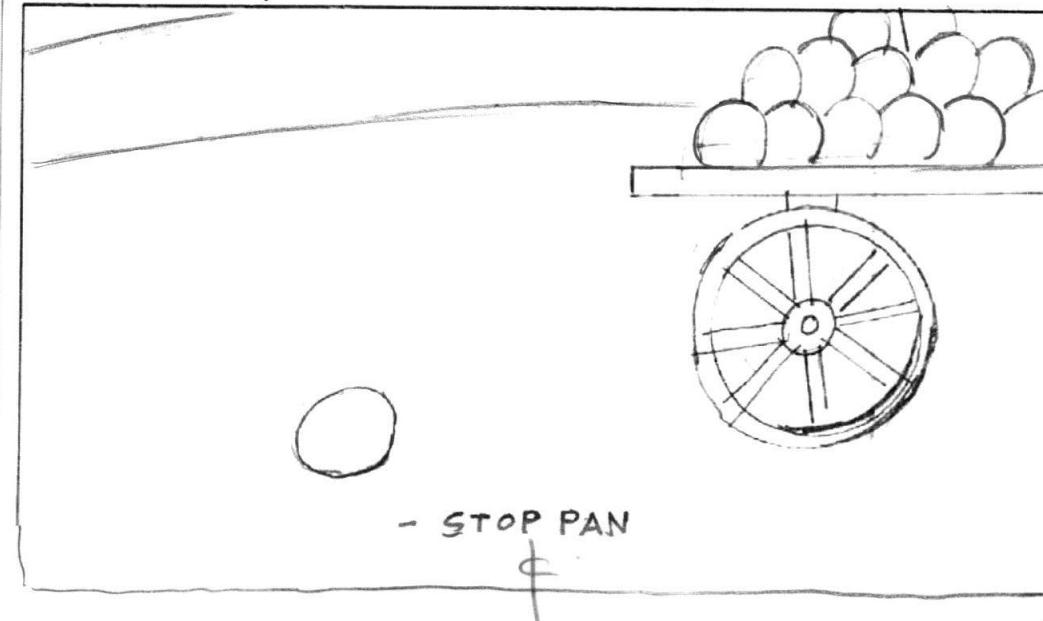


Sc. 53 cont

Pnl. V

Bg.

day night



EPISODE #

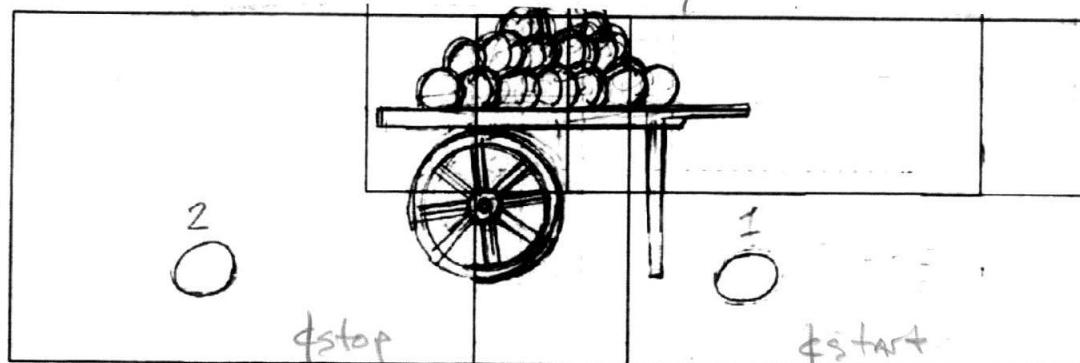
Dialog:

Action:

Timing:

S/A (1)

LAYOUT FOR SC. 51 / 53



Produ

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ADVENTURE TIME

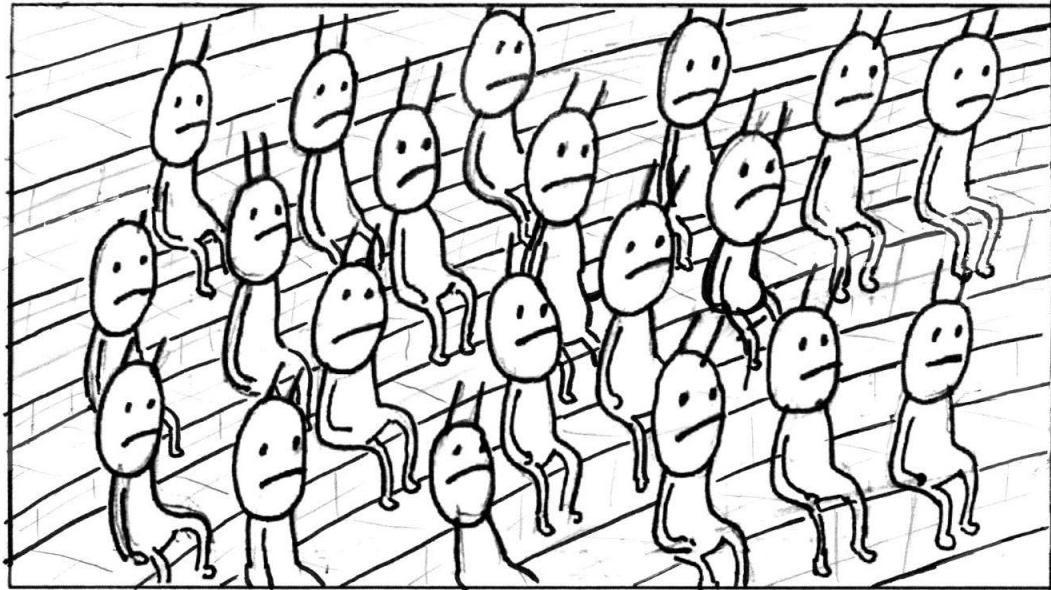


Sc.54

Pnl.A

Bg.

day night

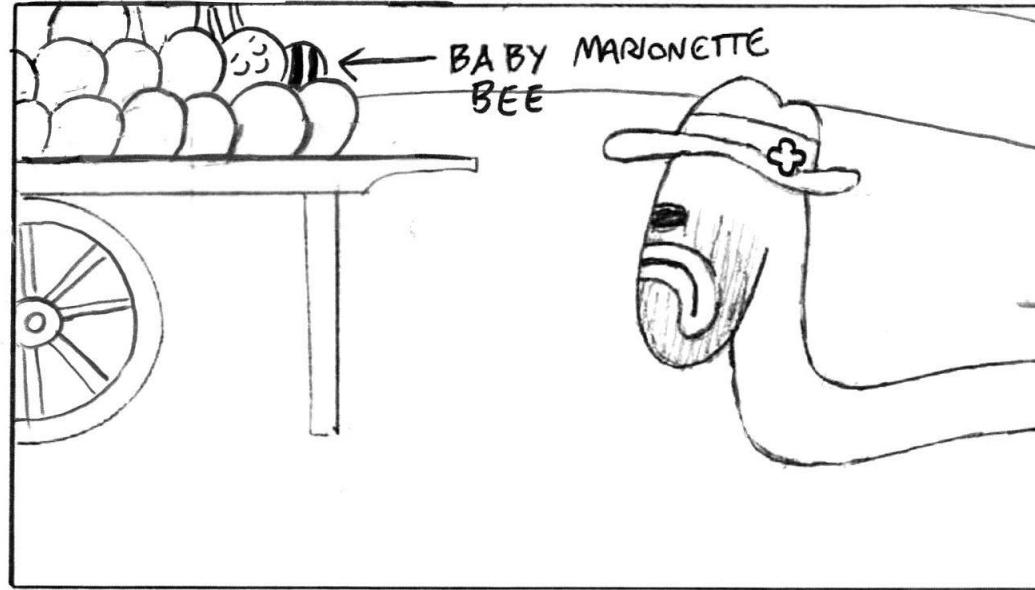


Sc.55

Pnl.A

Bg.

Page 116
NO PG 117
day night



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Dialog:

Action: - CUT BACK TO BLUE NOSE.
- NOTE: A SLEEPING BABY IS NOW TO BE SEEN
IN THE PILE OF ORANGES.

BLUE NOSE RAISES HIMSELF BACK UP.

DEC 13 2013

Timing:

Production :

START
A
Diag
pan

EPISODE #

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1025/162

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ADVENTURE TIME

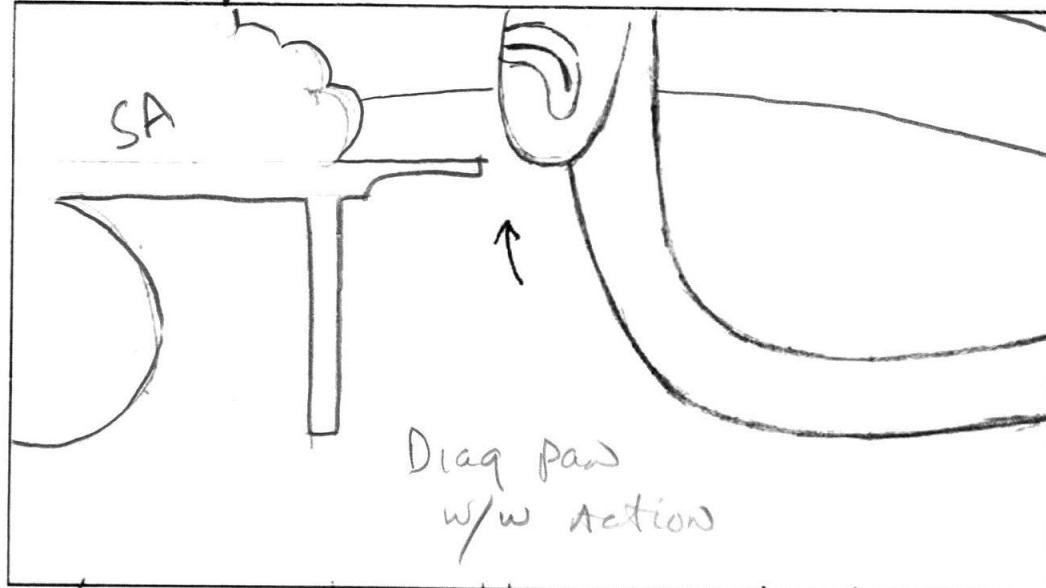


Sc. 55 cont

Pnl.B

Bg.

day night



Sc. 55 cont

Pnl. C

Bg.

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day night NO PG-119

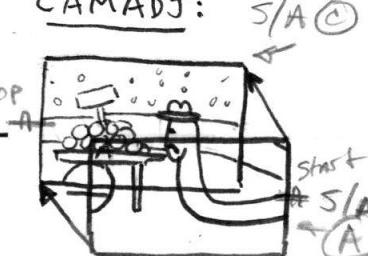


Dialog:

Action:
- HOLD ON BLUE NOSE W. ORANGES AND SLEEPING BEE.
- WE CAN'T TELL IF BLUE NOSE IS AWARE OF THE BEE OR NOT.

Timing:

Diag pan



DEC 13 2010

Production:

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Sc. 55 cont

Pnl.D

Bg.

day night

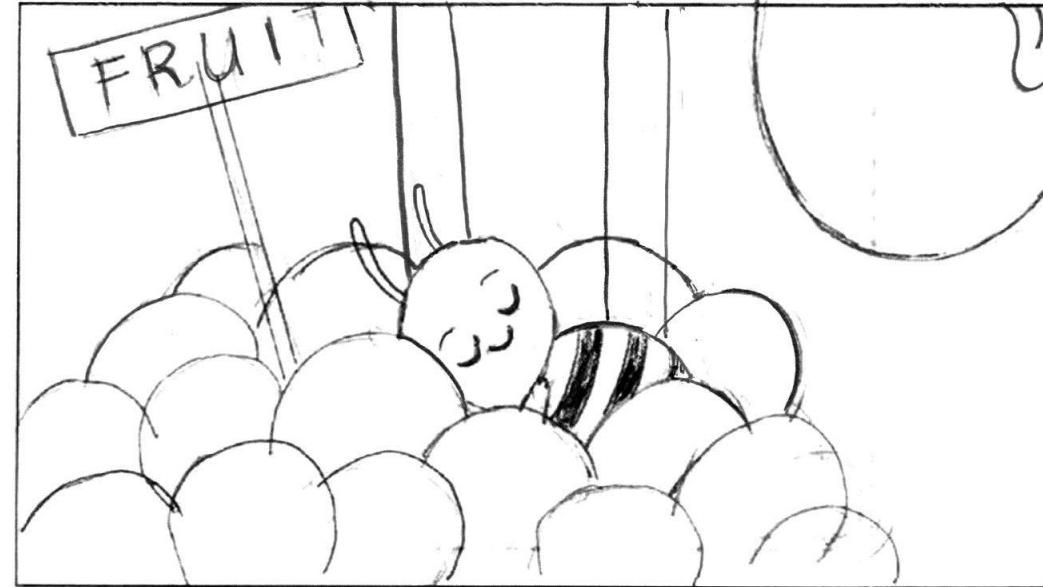


Sc. 56

Pnl. A

Bg.

day night



Dialog:

Action: HOLD POSE OF BLUE NOSE LOOKING AT SLEEPING BABY.

CLOSE ON SLEEPING BABY MARIONETTE

DEC 13 2013

Timing:

EPISODE #

Production :

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HU
cut

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HU
cut

1025/162

1025/162

P/CUT

ADVENTURE TIME



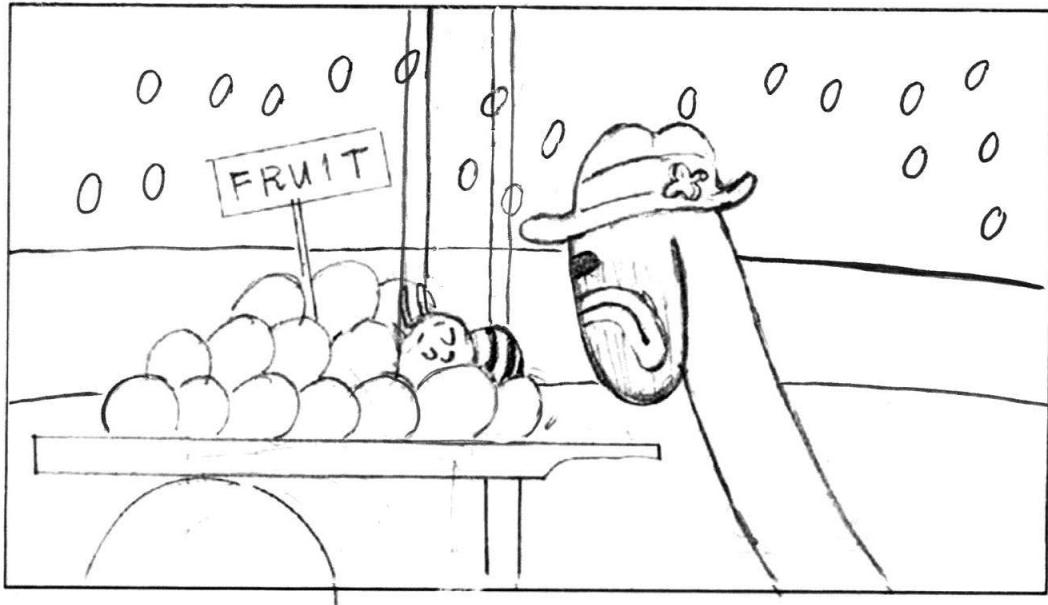
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Sc. 57

Pnl. A

Bg.

day night

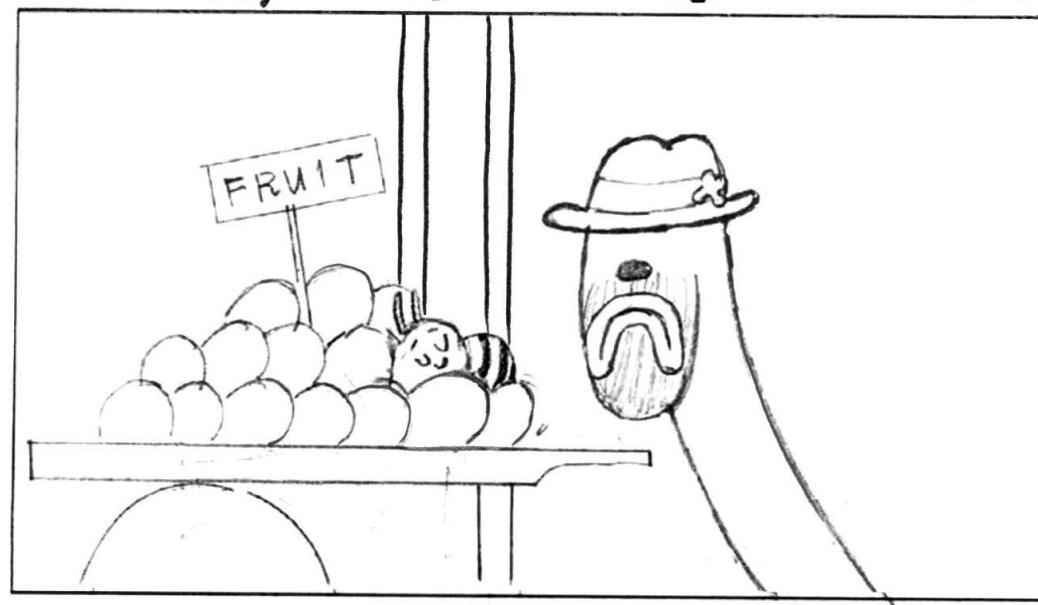


Sc. 57 cont

Pnl. B

Bg.

day night



Dialog:

Action: CUT BACK TO BLUE NOSE LOOKING AT SLEEPING BABY.

BLUE NOSE LOOKS AT CAMERA.

Timing:

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Sc. 57 cont

Pnl. C

Bg.

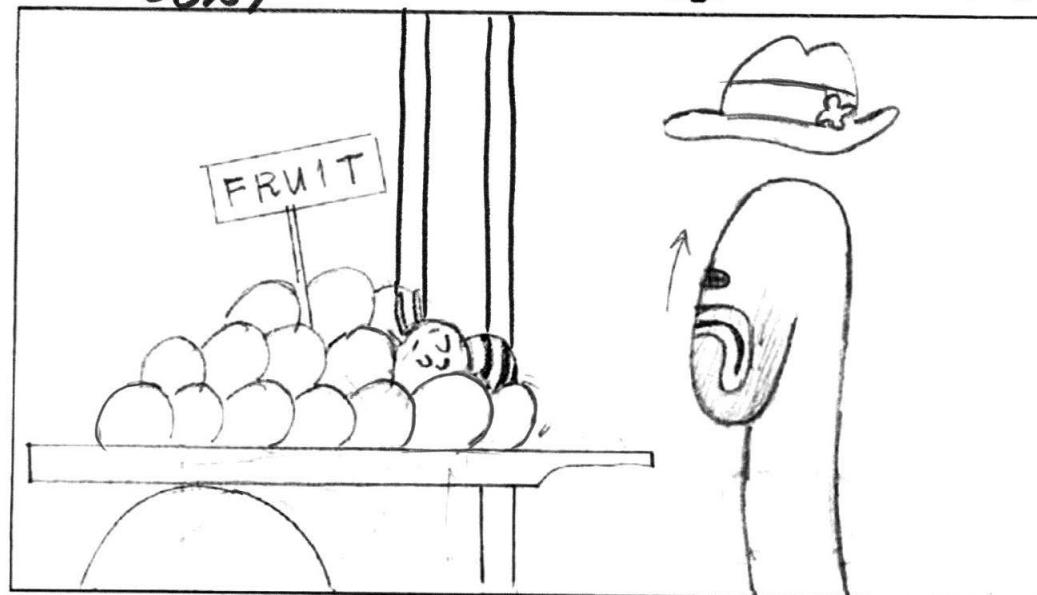
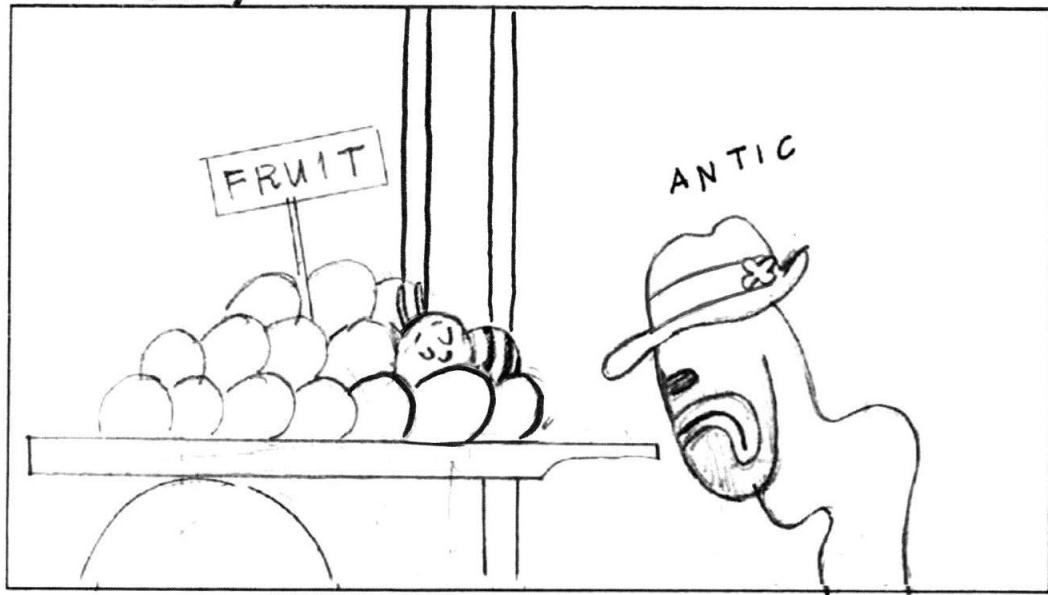
day night

Sc. 57 cont

Pnl. D

Bg.

day night



Dialog:

Action: ANTIC. 'TAKE'.

- BLUE NOSE DOES A LAME 'TAKE'.

- HAT FLIES OFF HEAD.

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Timing:

EPISODE # : Production :

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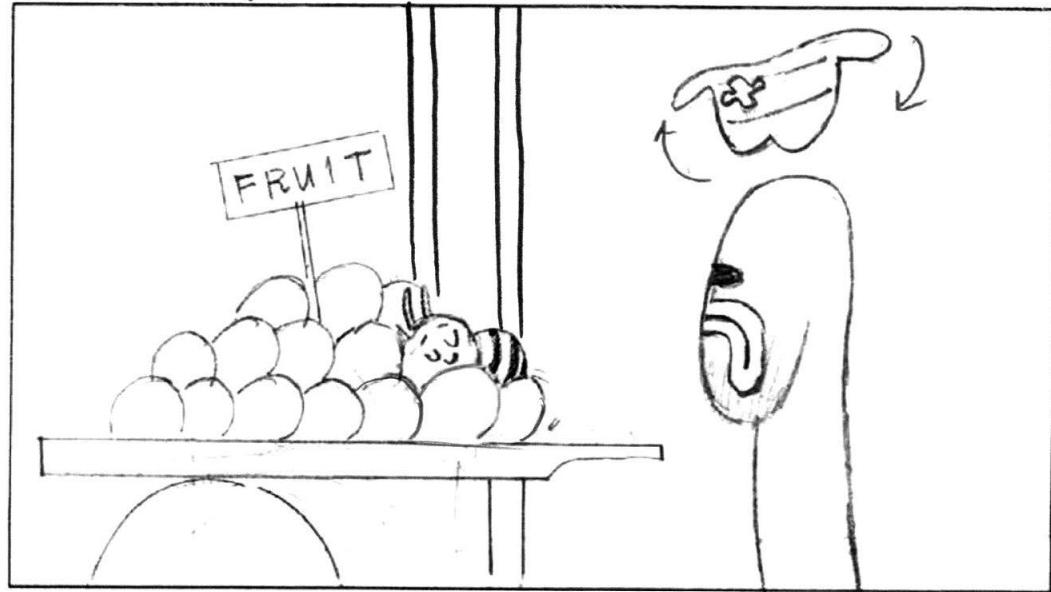
Page 123

Sc. 57 CONT

Pnl. E

Bg.

day night



Sc. 57 cont

Pnl. F

Bg.

day night



Dialog:

Action:

- HAT

DEC 13 2013

Timing:

Production :

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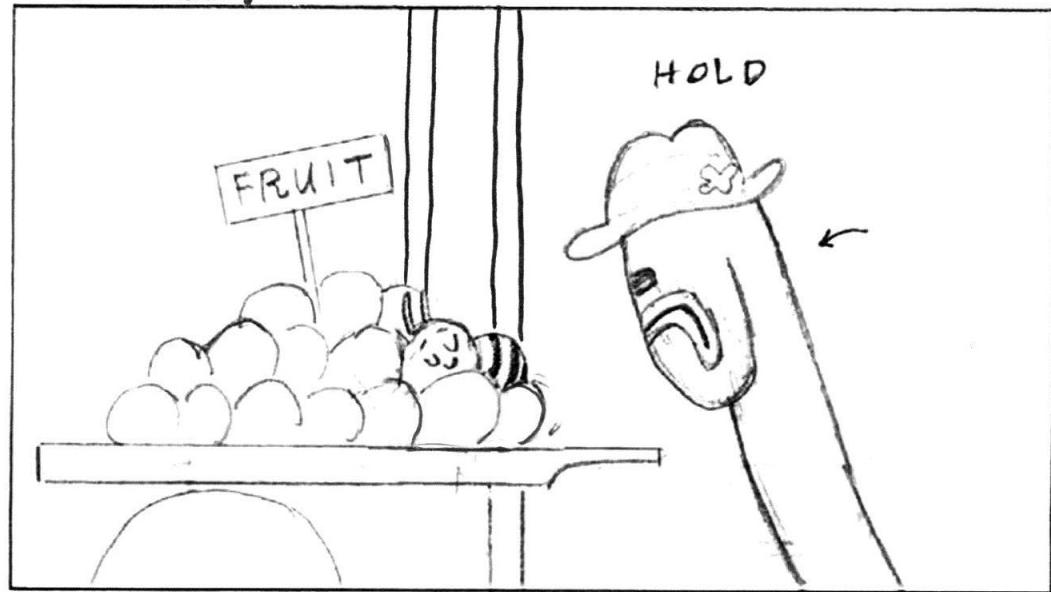
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Sc. 57 cont

Pnl. G

Bg.

day night

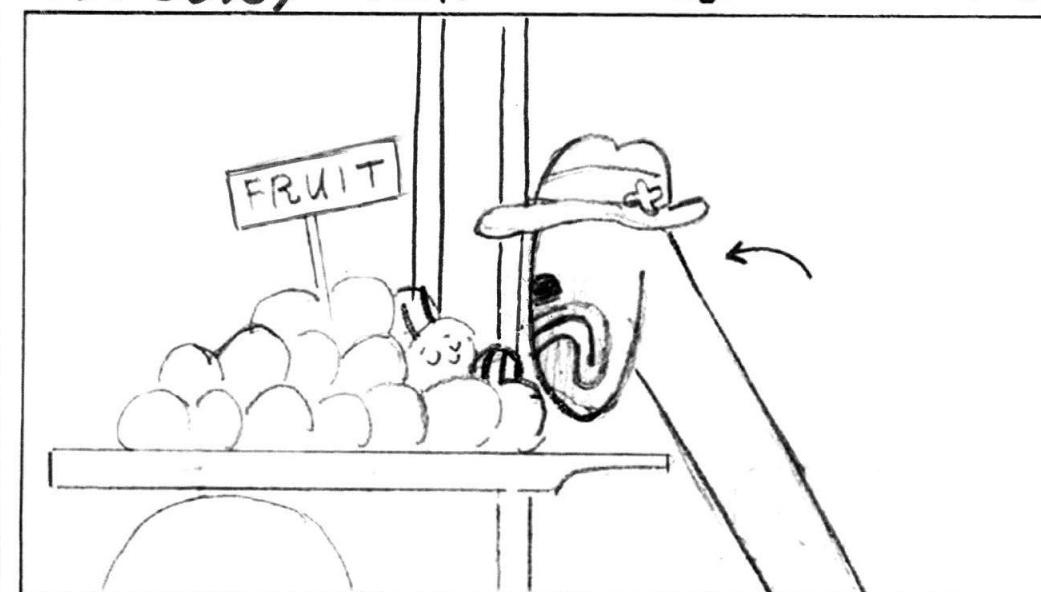


Sc. 57 cont

Pnl. H

Bg.

day night



Dialog:

Action: BLUE NOSE LEANS TOWARD SLEEPING BABY AGAIN.

BLUE NOSE GOES INTO A GENTLE NUDGE OF THE
SLEEPING BABY.

Timing:

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day night

Sc. 57 cont Pnl. I

Bg.

day night

Sc. 57 cont Pnl. J

Bg.

day night



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Dialog:

Action: BLUE NOSE NUDGES THE SLEEPING BABY.

RECOVER FROM NUDGE.

Timing:

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Production :

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HJ Cut

HT
Cut

ADVENTURE TIME



Sc. 58

Pnl. A

Bg.

day night

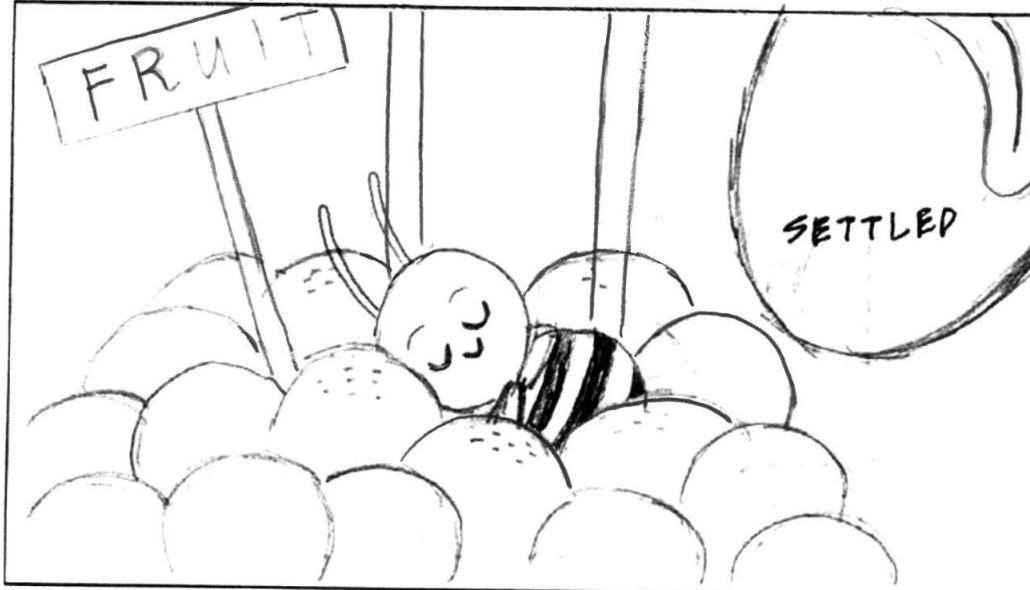


Sc. 58 cont

Pnl. B

Bg.

day night



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Dialog:

Action: CLOSE ON BABY AGAIN. (THE BABY IS A PUPPET HELD BY THIN STRINGS.)

DEC 18 2010

Timing:

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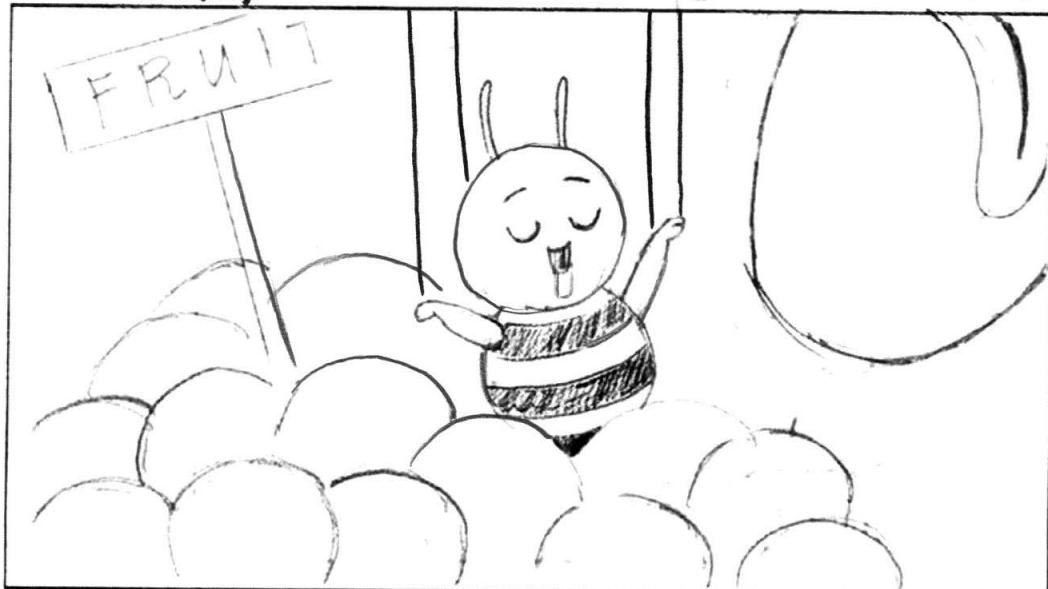
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Sc. 58 cont

Pnl. C

Bg.

day night

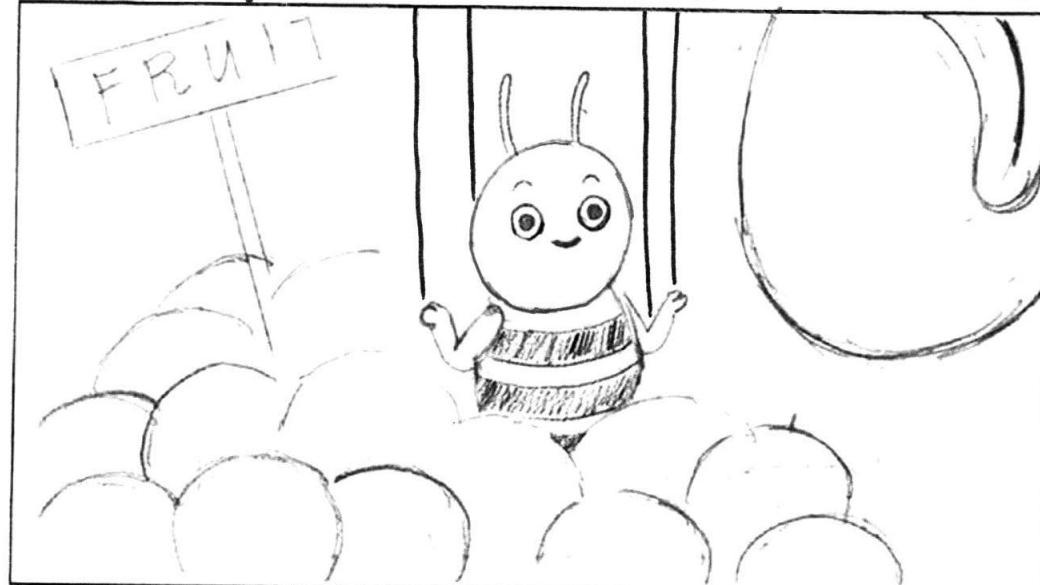


Sc. 58 cont

Pnl. D

Bg.

day night



Dialog:

Action: THE BABY WAKES UP.

- BABY'S EYES OPEN (SLIGHTLY OUT OF SYNC
SO IT'S PUPPET-LIKE)

Timing:

DEC 13 2013

Production :

ADVENTURE TIME



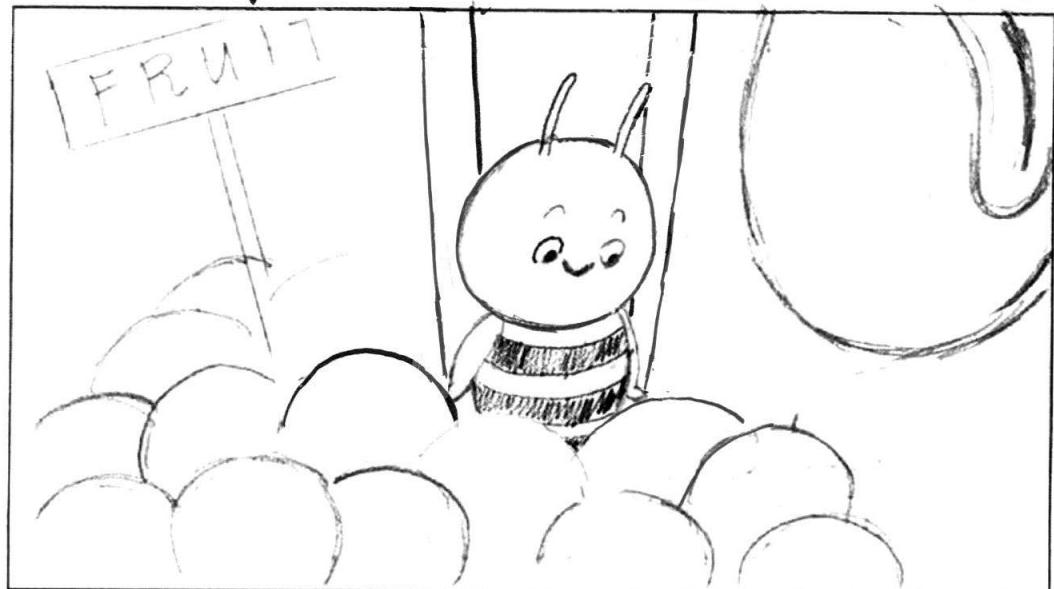
Page 128

Sc. 58 cont

Pnl. E

Bg.

day night

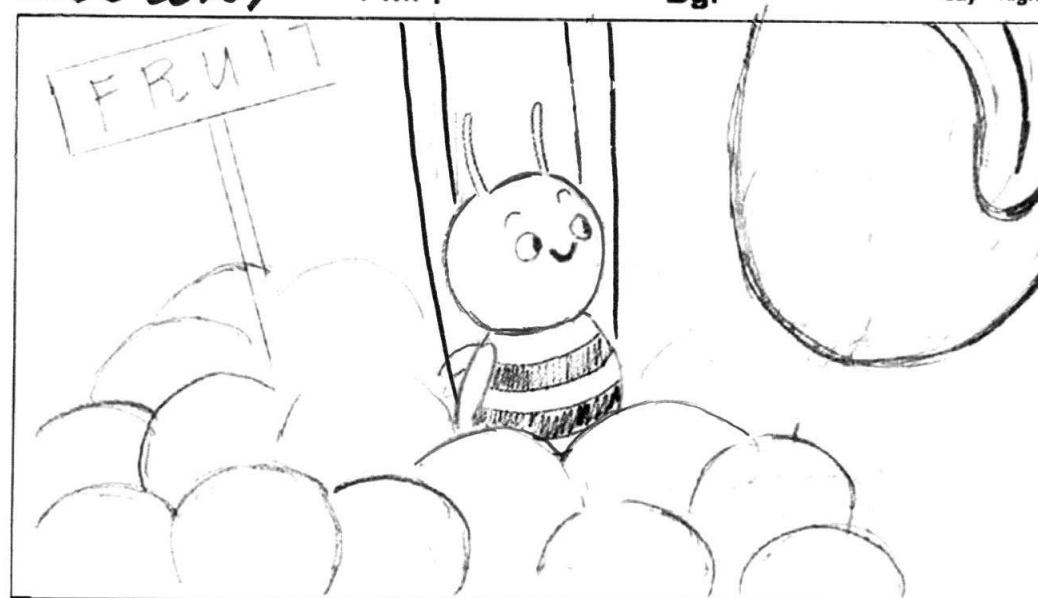


Sc. 58 cont

Pnl. F

Bg.

day night



Dialog:

Action:

-BABY LOOKS DOWN

THE BABY LOOKS UP AT BLUE NOSE.

Timing:

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Sc. 58 cont

Pnl. G

Bg.

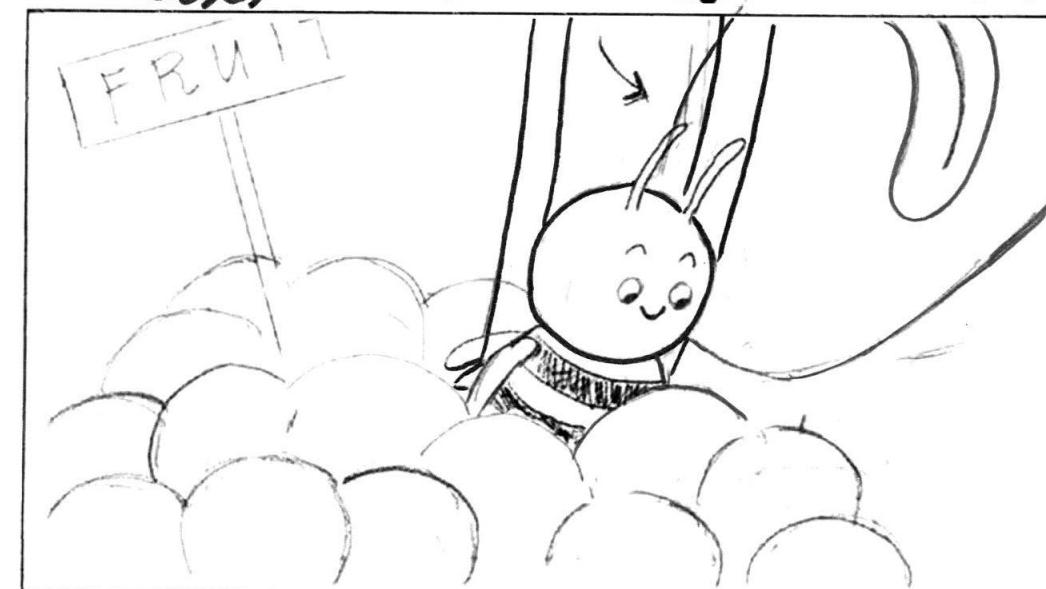
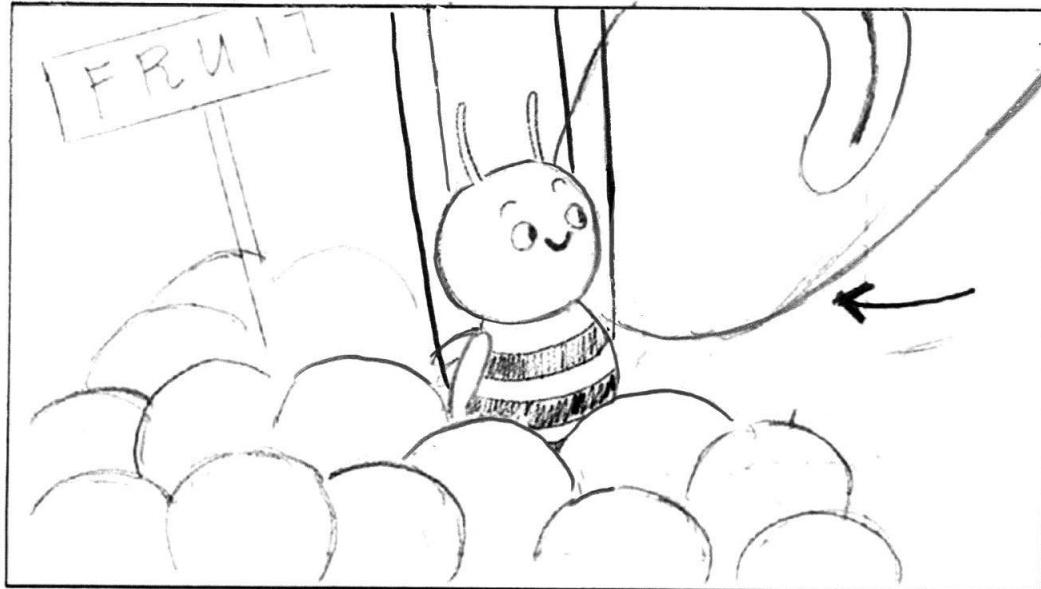
day night

Sc. 58 cont

Pnl. H

Bg.

day night



Dialog:

Action: BLUE NOSE GENTLY GRABS THE BABY.

INTO LIFTING THE BABY.

Timing:

DEC 13 2012

Production:

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1025/162

ADVENTURE TIME

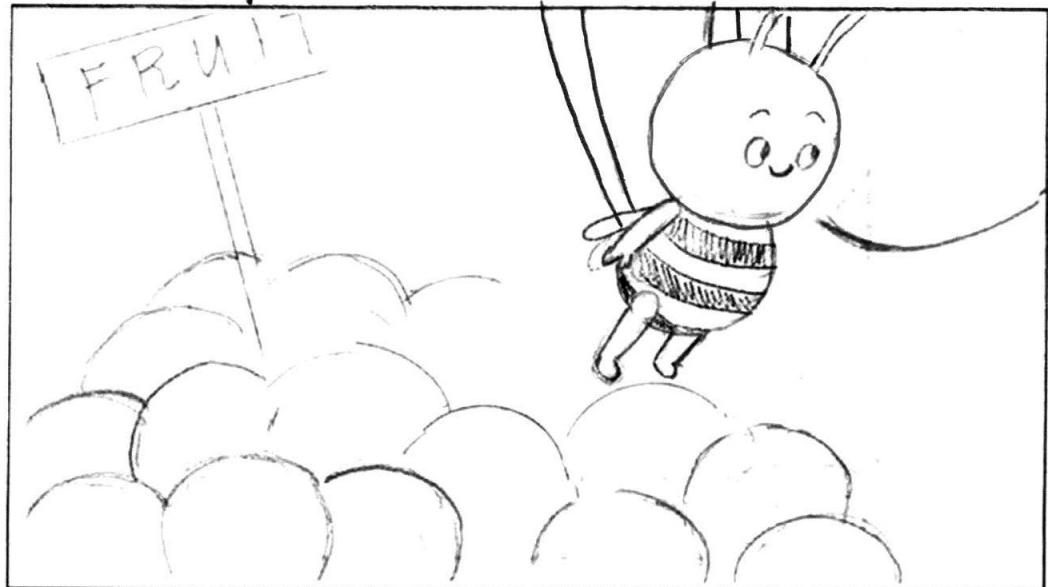


Sc. 58 cont

Pnl. I

Bg.

day night



Sc. 58 cont

Pnl. J

Bg.

day night

Hu
Act



Dialog:

Action: BLUE NOSE LIFTS THE BABY.

HOOK UP →

Timing:

DEC 13 2012

EPISODE #

Production :

1025/162

1025/162

1025/162

It's
cut

ADVENTURE TIME

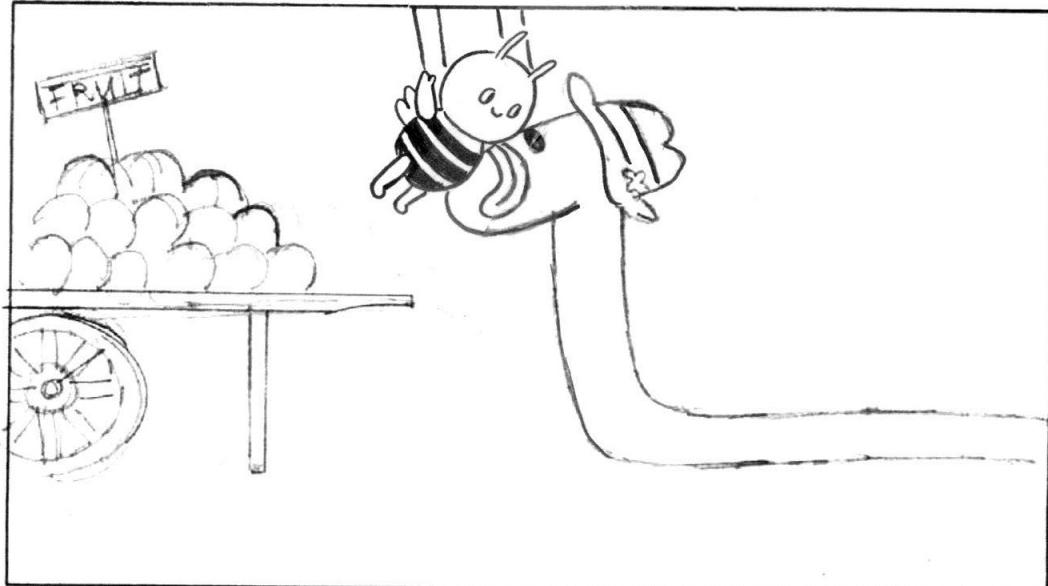
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Sc. 59

Pnl. A

Bg.

day night

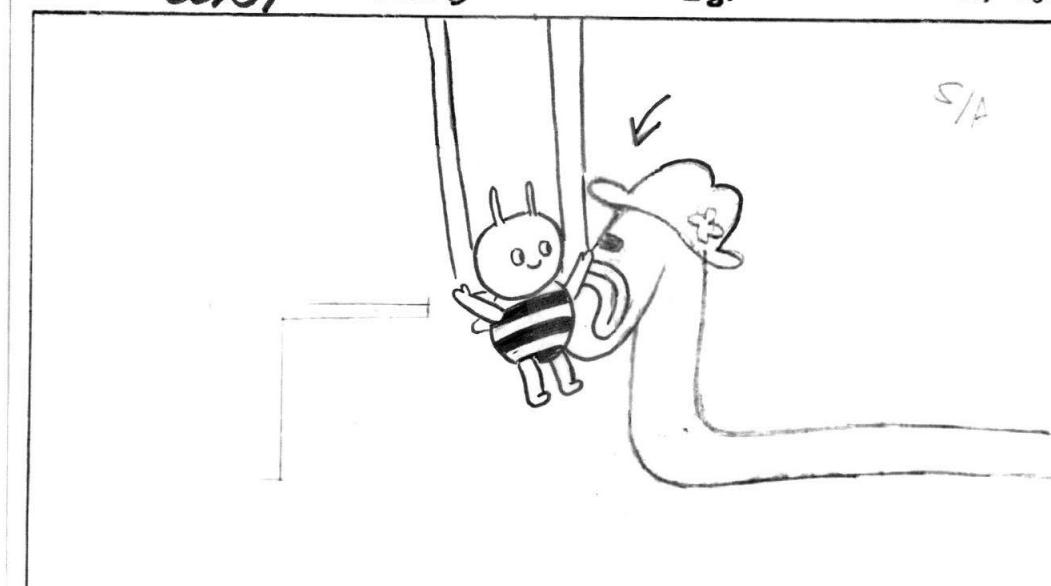


Sc. 59 cont

Pnl. B

Bg.

day night



Page 131

Dialog:

Action:
HOOK UP WIDE ON BLUE NOSE LIFTING BABY.

BLUE NOSE GENTLY PUTS THE BABY DOWN.

Timing:

DEC 13 2013

Production :

EPISODE #

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ADVENTURE TIME



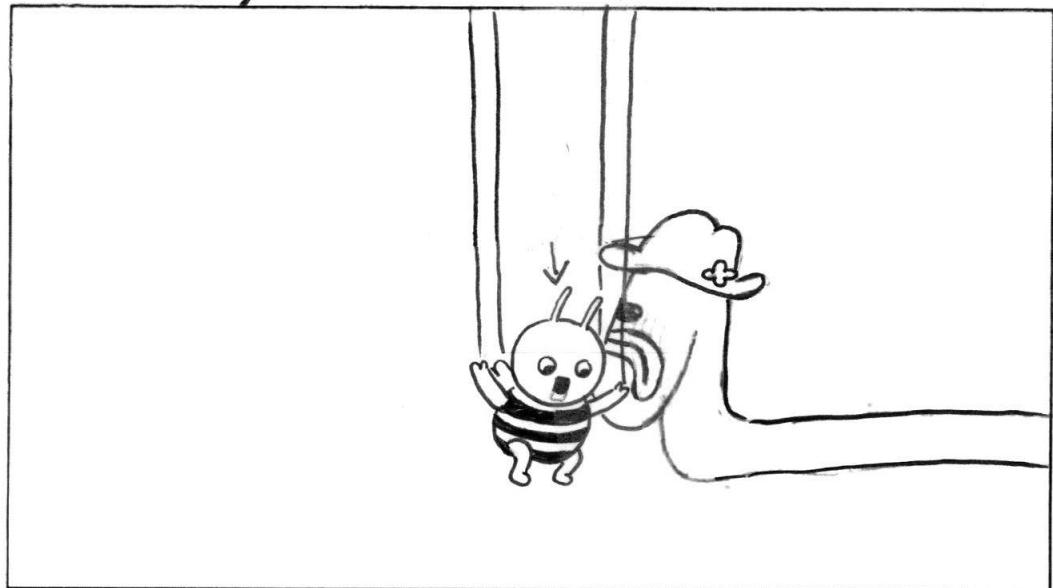
Page 132

Sc. 59 *CONT*

Pnl. C

Bg.

day night

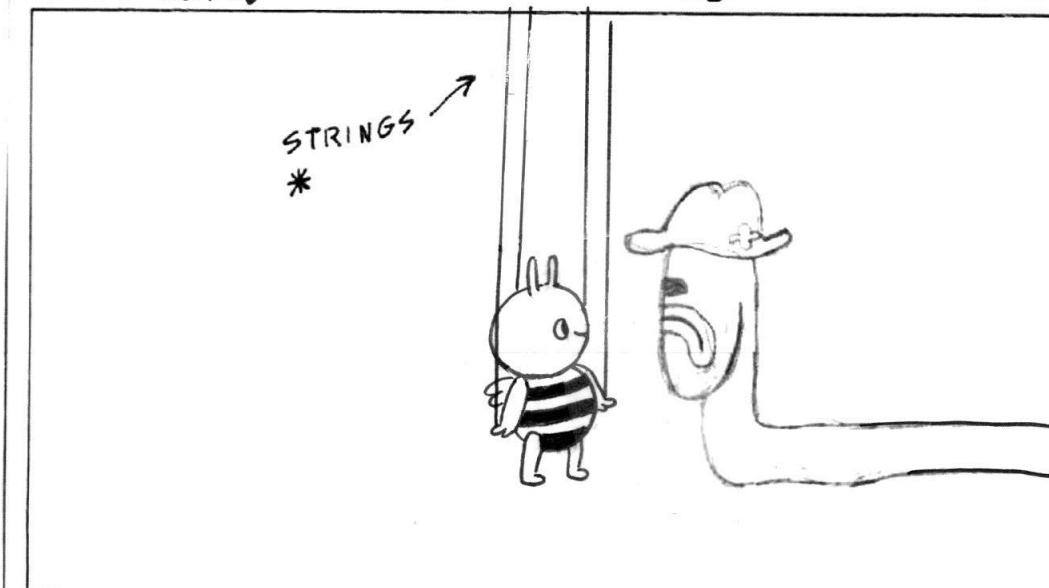


Sc. 59 *CONT*

Pnl. D

Bg.

day night



Dialog:

Action:

THE BABY LOOKS AT BLUE NOSE.

* THE STRINGS CAN KIND OF APPEAR AND DISAPPEAR
IN THE LIGHT. ANYWAY IT'S OKAY IF THEY DISAPPEAR
IN FRONT OF SOME OF THE B.G. COLORS.

Timing:

DEC 13 2013

EPISODE #

Production :

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ADVENTURE TIME



Sc. 59 cont

Pnl. E

Bg.

day night

Sc. 59 cont

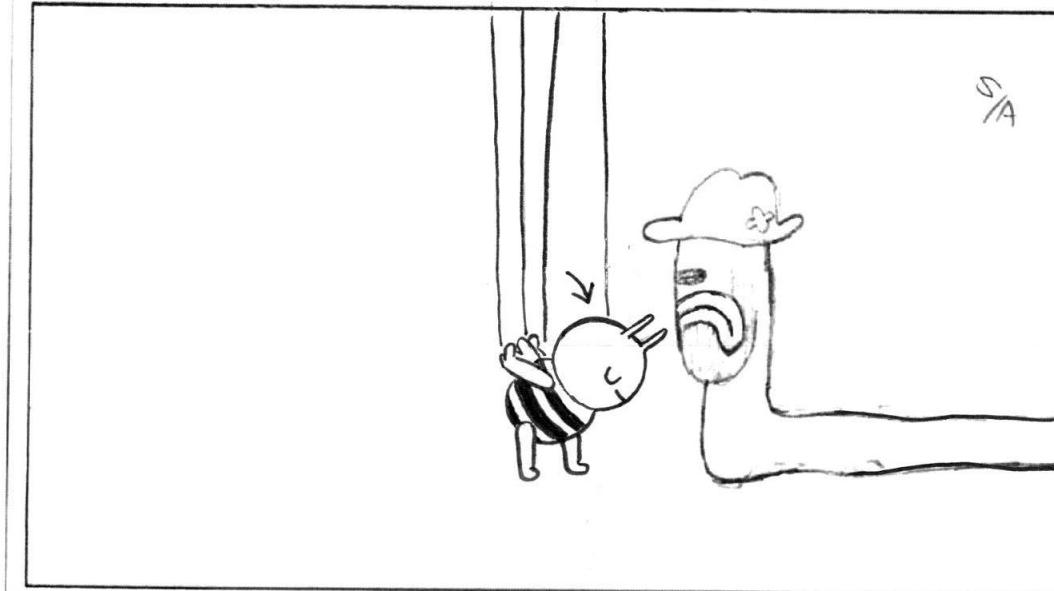
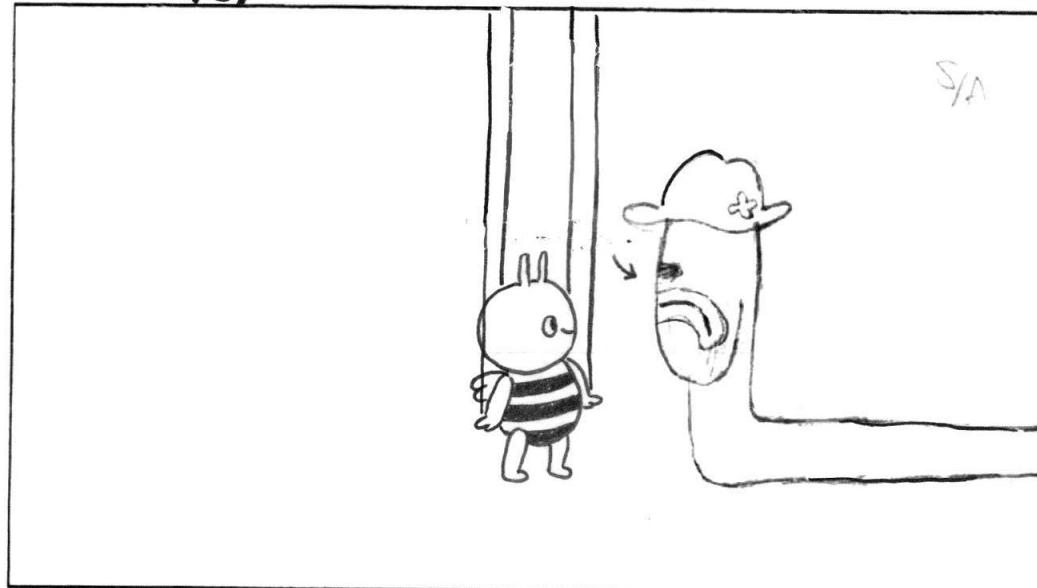
Pnl. F

Bg.

day night

133

Page



Dialog:

Action: SHIFT BLUE NOSE A BIT.

THE BABY BOWS TO BLUE NOSE.

Timing:

DEC 13 2013

EPISODE #

Production :

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ADVENTURE TIME

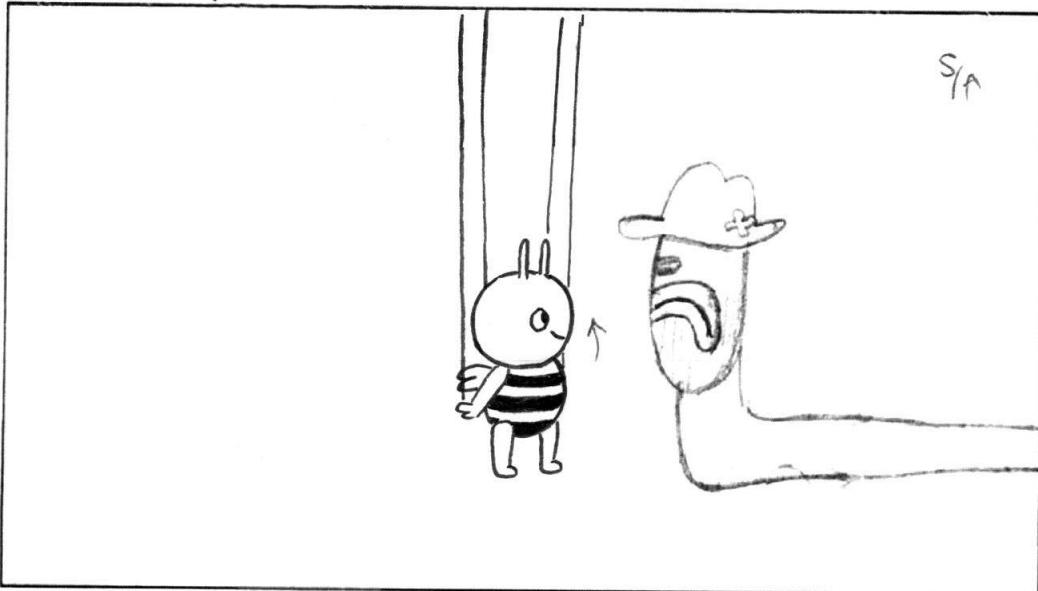


Sc. 59 CONT

Pnl.G

Bg.

day night

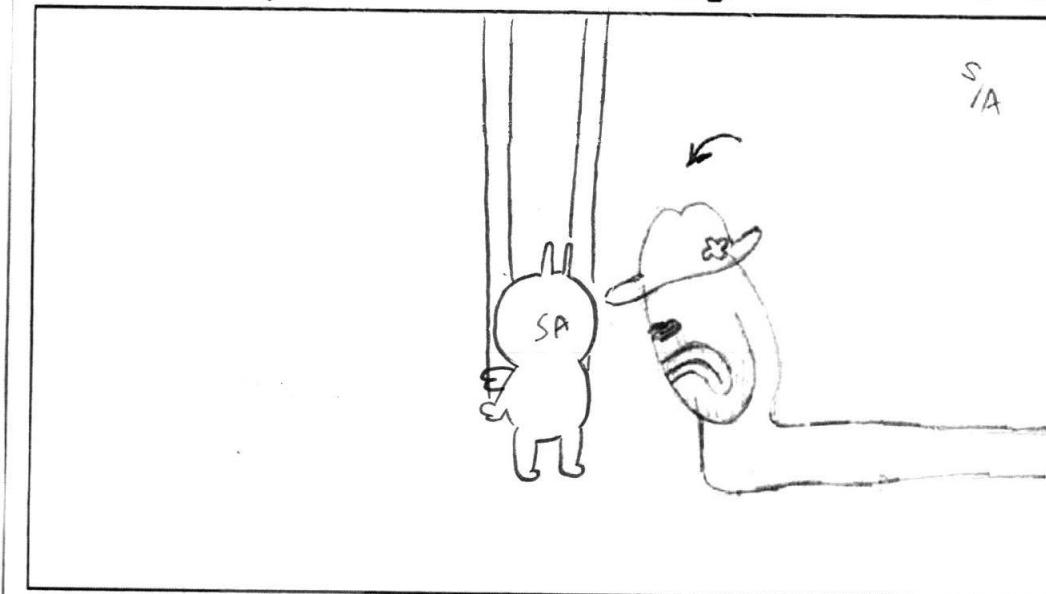


Sc. 59 CONT

Pnl.H

Bg.

day night



Dialog:

Action: RECOVER BABY.

BLUE NOSE BOWS TO THE BABY.

Timing:

DEC 13 2013

EPISODE #

Production :

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Page

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ADVENTURE TIME



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Page _____

day night

Sc. 59 CONT

Pnl. I

Bg.

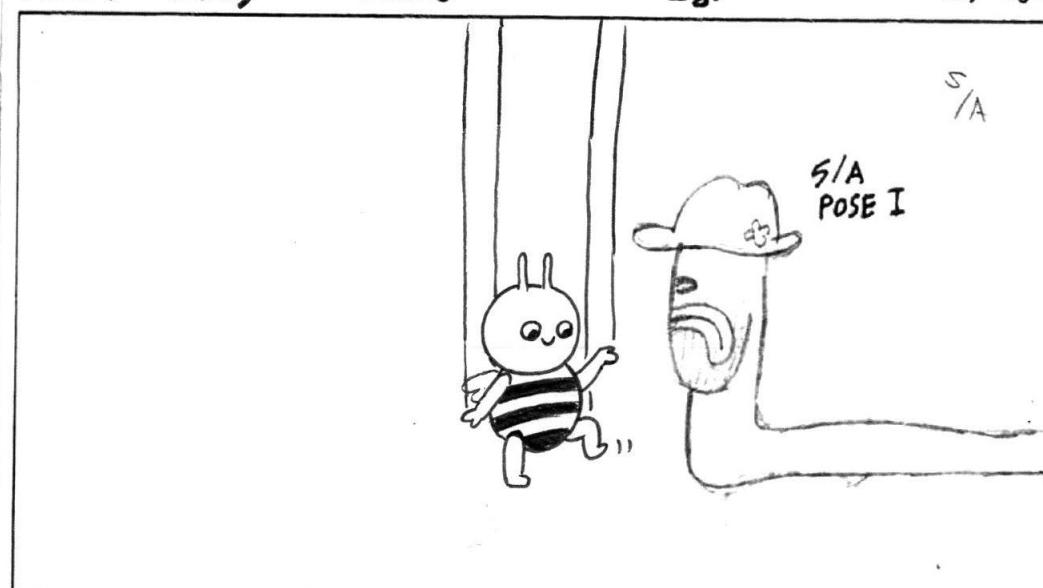
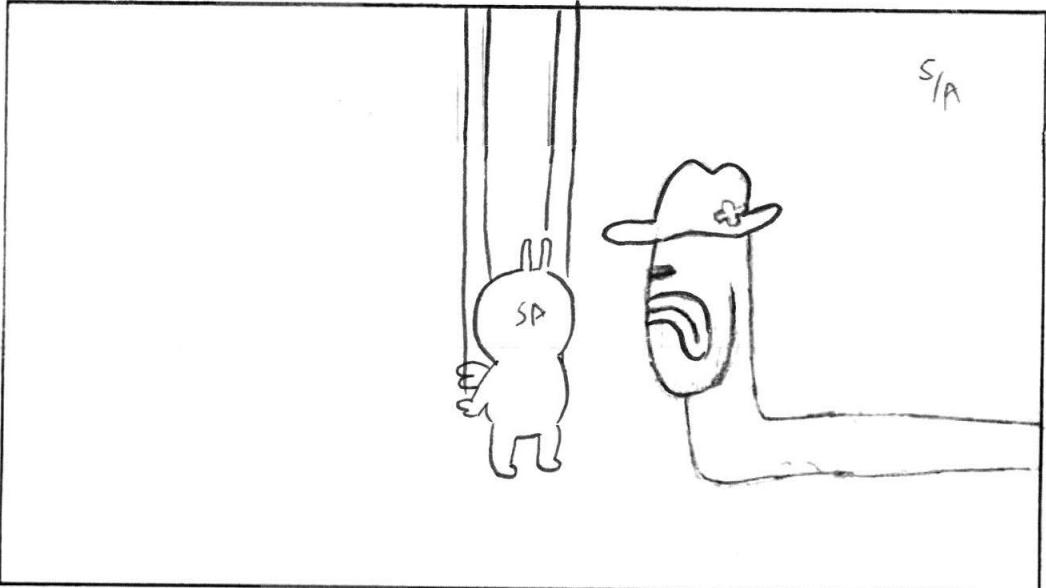
day night

Sc. 59 CONT

Pnl. J

Bg.

day night



EPISODE #

1025/162

Production :

Dialog:

Action: RECOVER BLUE NOSE.

BABY ANTIC. DANCE STEP.

Timing:

DEC 13 2013

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ADVENTURE TIME



Page 136

Sc. 59 *cont*

Pnl. K

Bg.

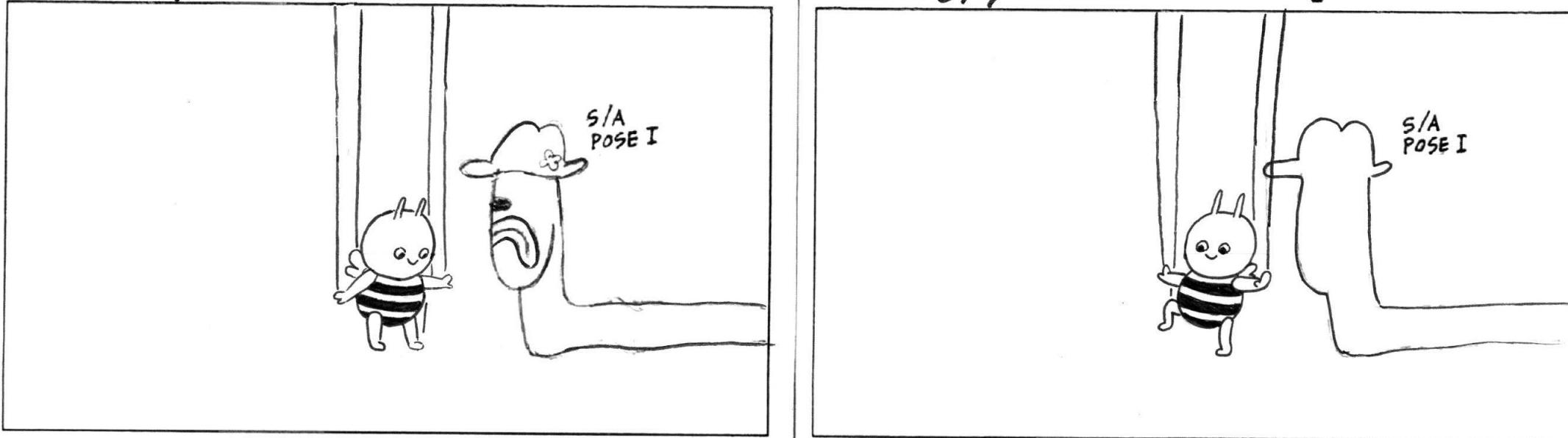
day night

Sc. 59 *cont*

Pnl. L

Bg.

day night



Dialog:

Action: BABY TAKES FIRST DANCE STEP.

BABY INTO NEXT DANCE STEP ↘ ...

THE DANCE SHOULD BE LIKE A MINUET, DELICATE BUT
BOUNCY. THE BABY IS VERY LIGHT-WEIGHT, MOVED
BY STRINGS.

Timing:

DEC 13 2013

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Page 137

Sc. 59 CONT

Pnl. M

Bg.

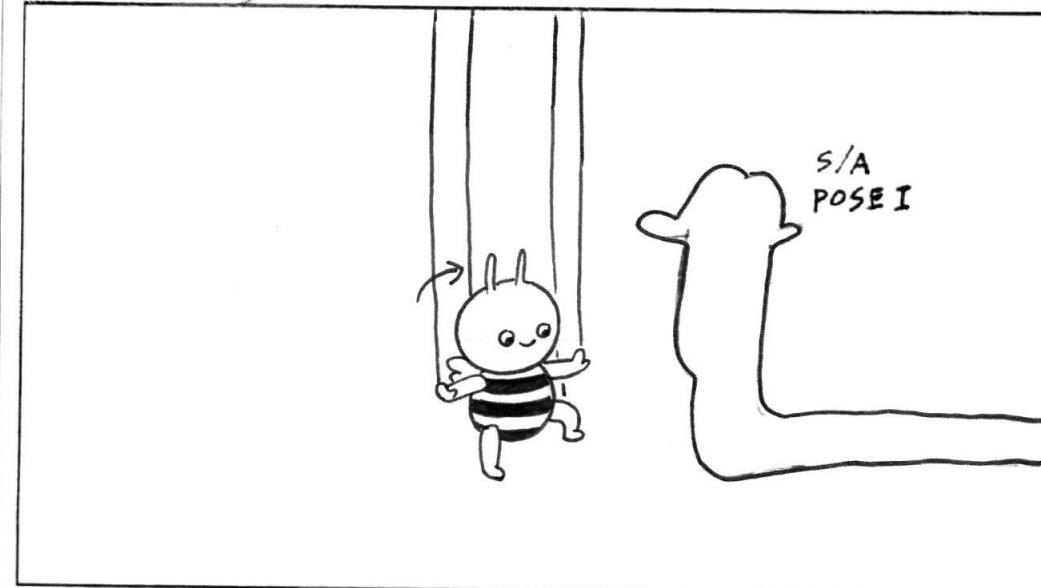
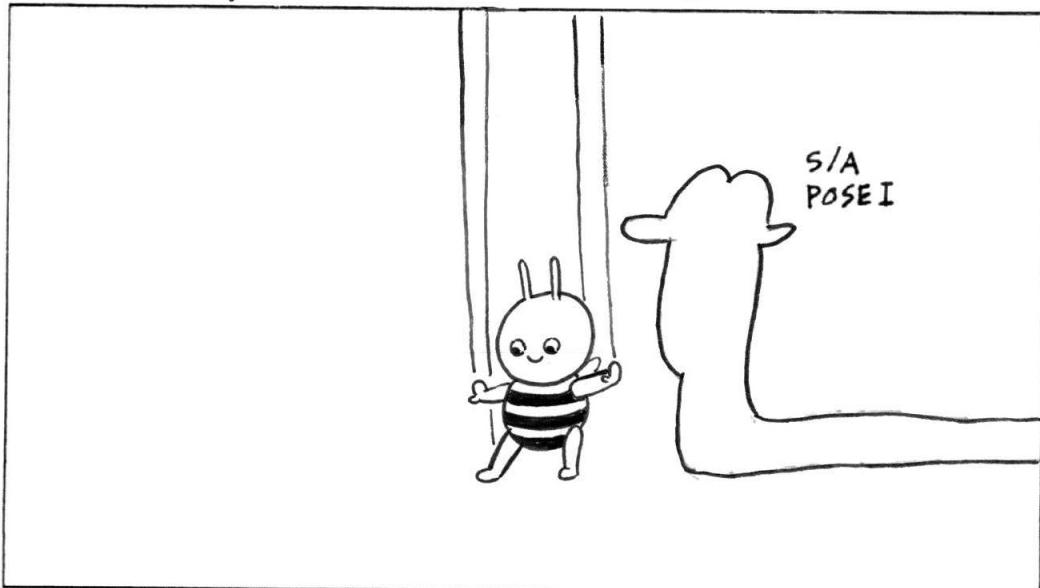
day night

Sc. 59 CONT

Pnl. N

Bg.

day night



Dialog:

Action: CONT. BABY DANCING A MINUET TO THE
MELANCHOLY MUSIC. (THE VICTROLA IS
STILL PLAYING.)

Timing:

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EPISODE #

Production :

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ADVENTURE TIME



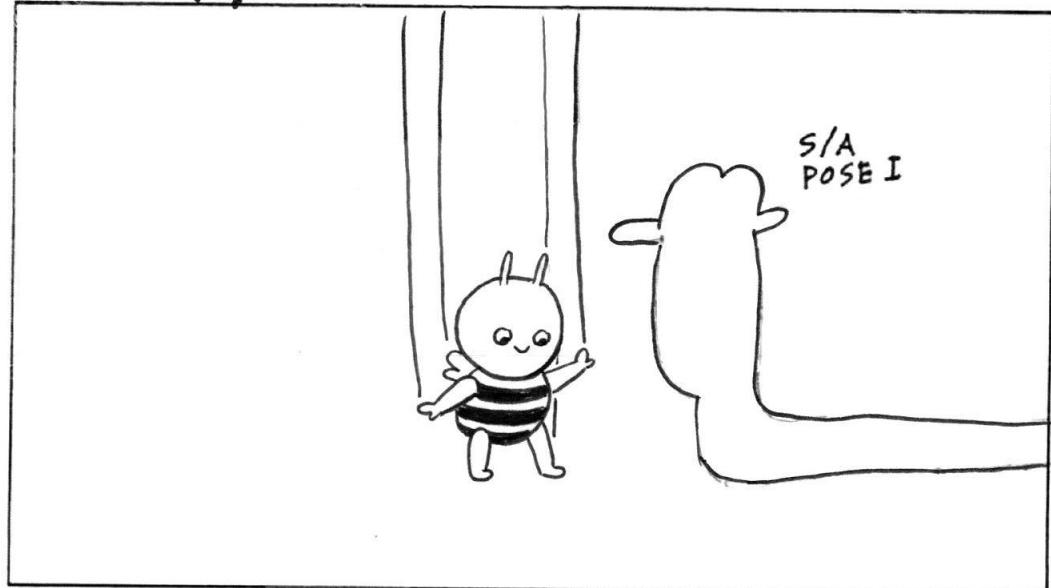
Page 138

Sc. 59 cont

Pnl. O

Bg.

day night

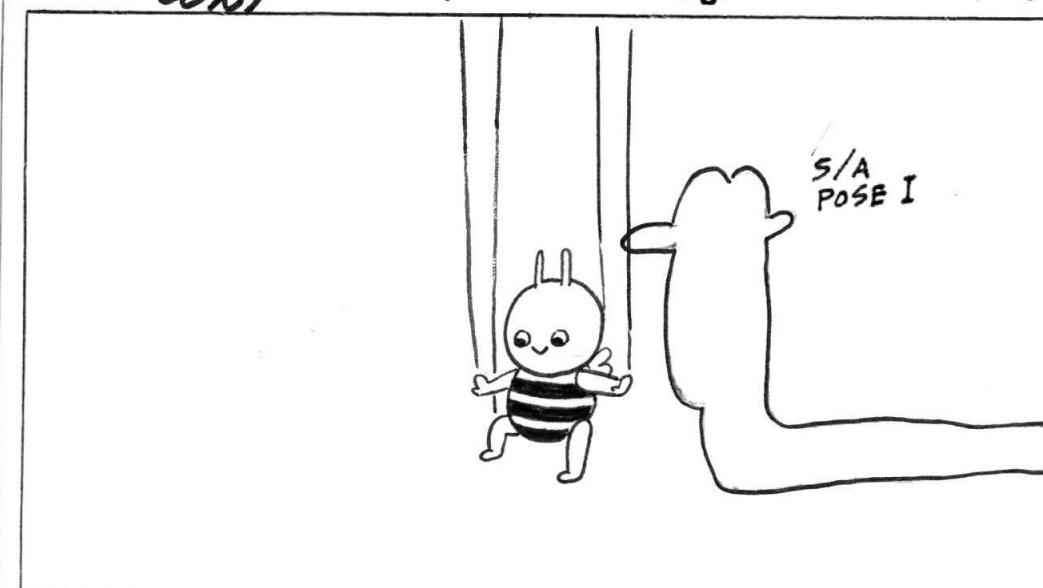


Sc. 59 cont

Pnl. P

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production :

EPISODE #

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1025/162

1025/162

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ADVENTURE TIME



Sc. 59 cont

Pnl. Q

Bg.

day night

Sc. 59 cont

Pnl. R

Bg.

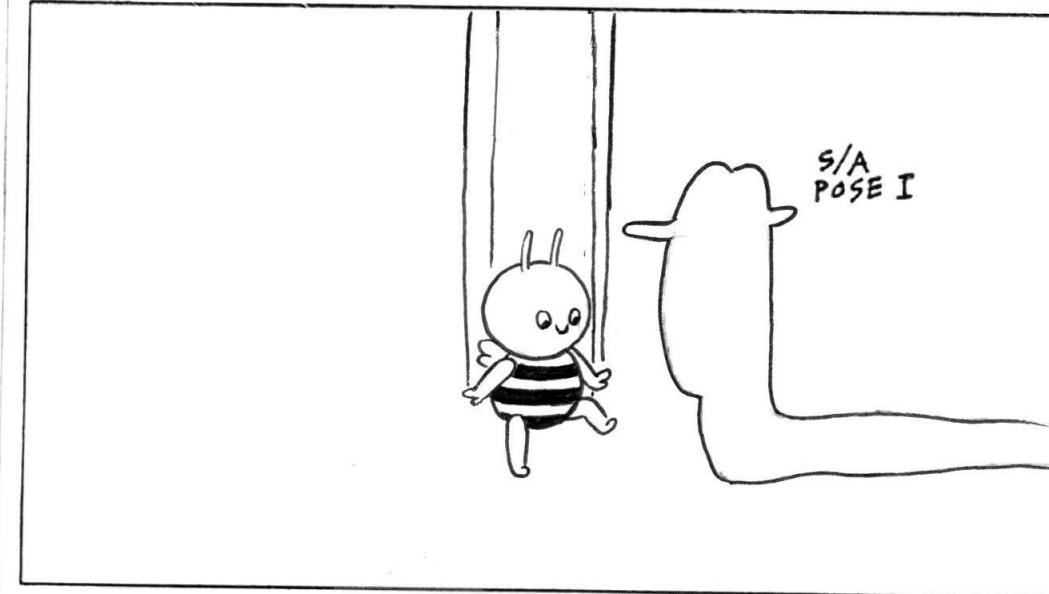
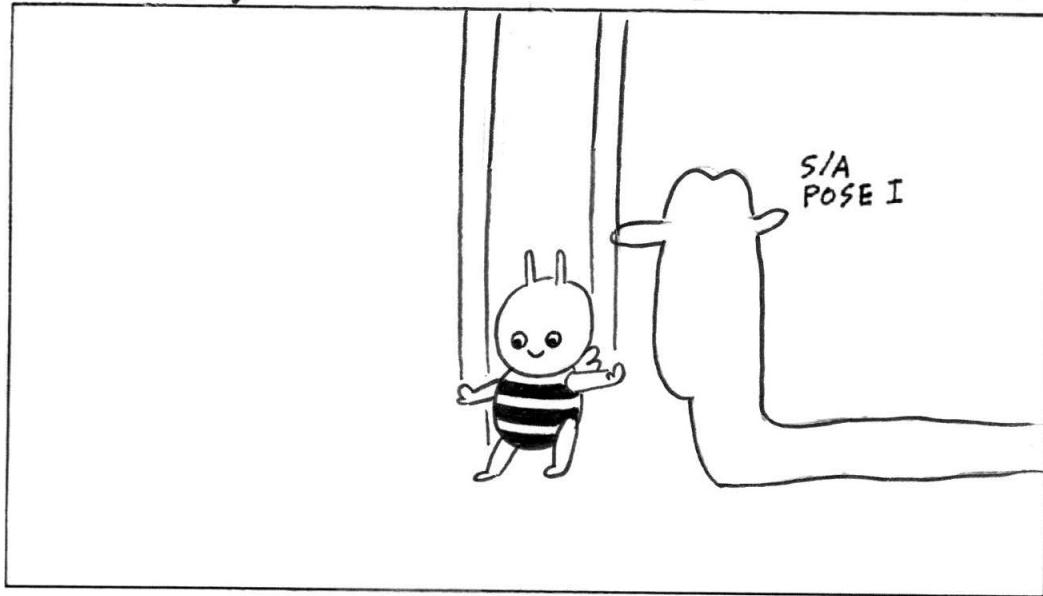
day night

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Page

EPISODE #

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Dialog:

Action:

Timing:

DEC 13 2013

Production :

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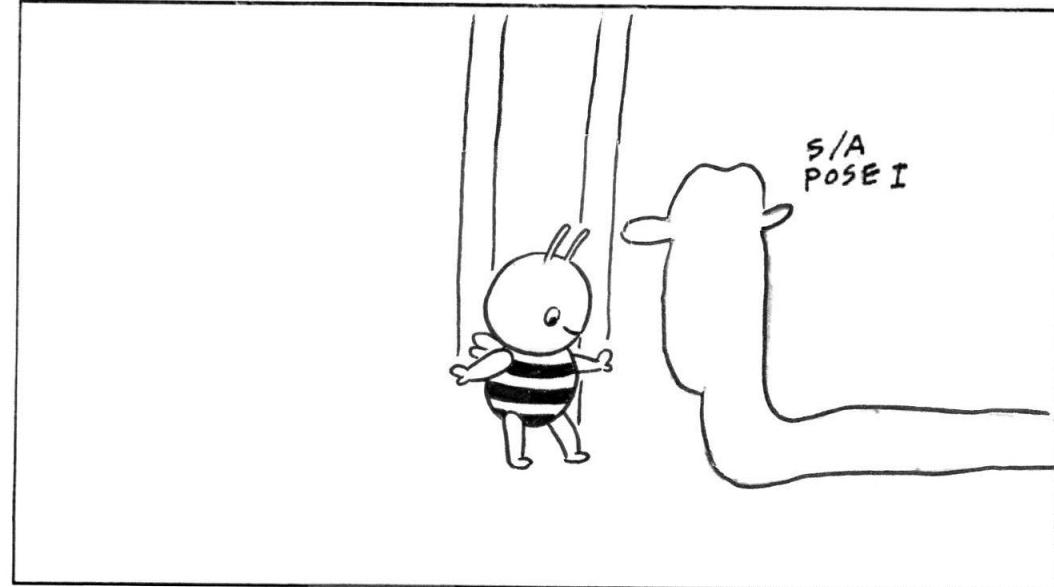


Sc. 59 cont

Pnl. S

Bg.

day night

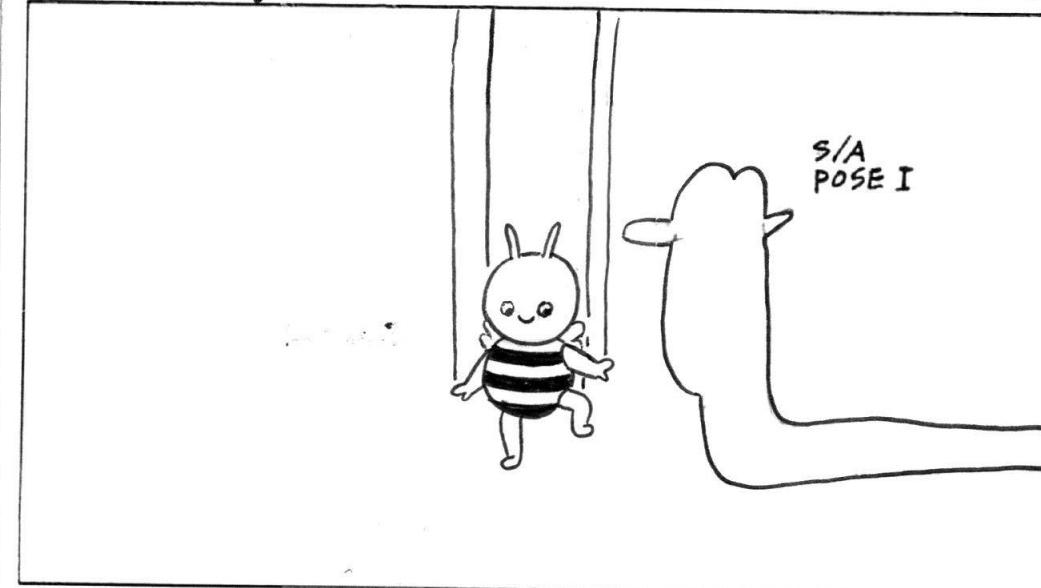


Sc. 59 cont

Pnl. T

Bg.

day night



Dialog:

EPISODE #

Action:

Production :

Timing:

DEC 13 2013

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Page 140

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ADVENTURE TIME



Page 141

Sc. 59 cont

Pnl. U

Bg.

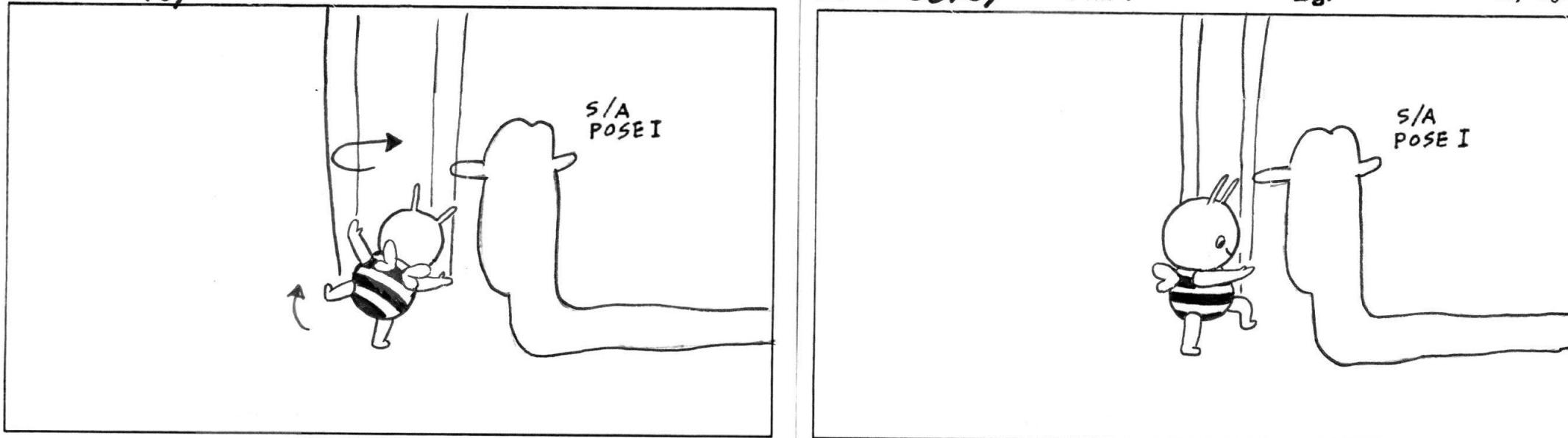
day night

Sc. 59 cont

Pnl. V

Bg.

day night



Dialog:

Action:
- BABY MARIONETTE TURNS IN CIRCLE.

Timing:

DEC 13 2013

Production :

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ADVENTURE TIME



Page 142

Sc. 59 cont

Pnl. W

Bg.

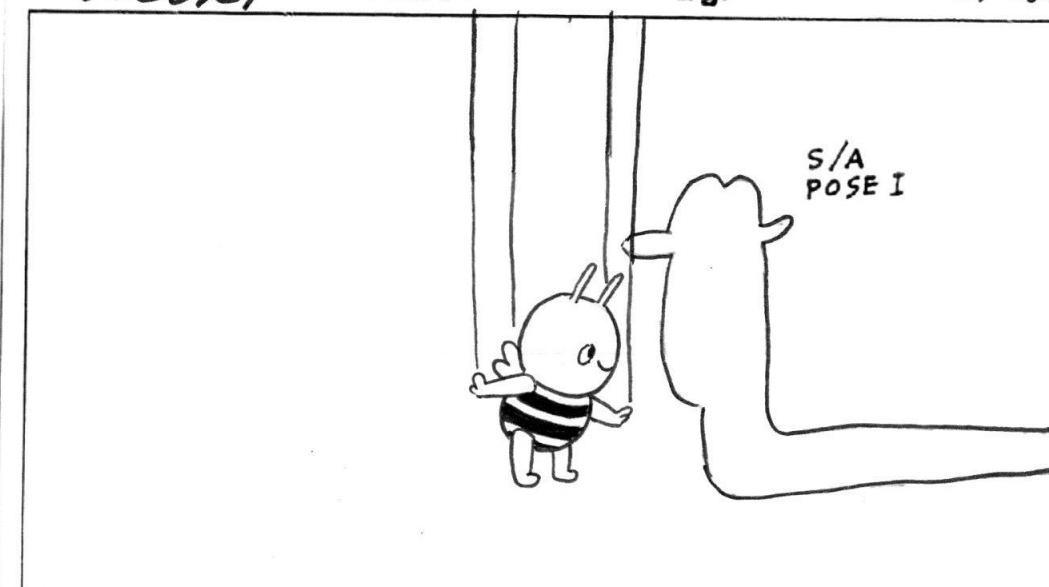
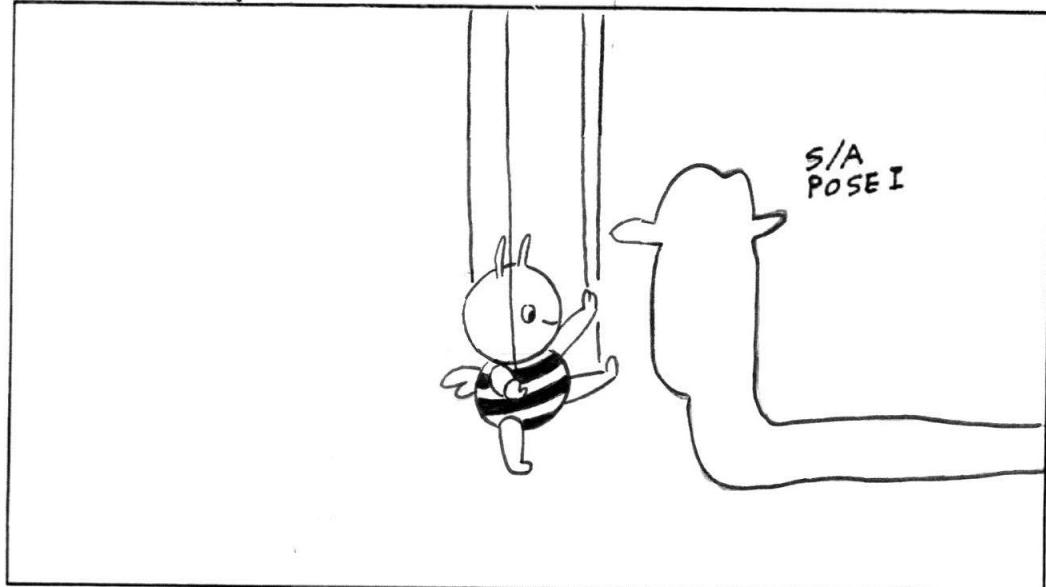
day night

Sc. 59 cont

Pnl. X

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production :

EPISODE #

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ADVENTURE TIME



Page 143

Sc. 59 cont

Pnl. Y

Bg.

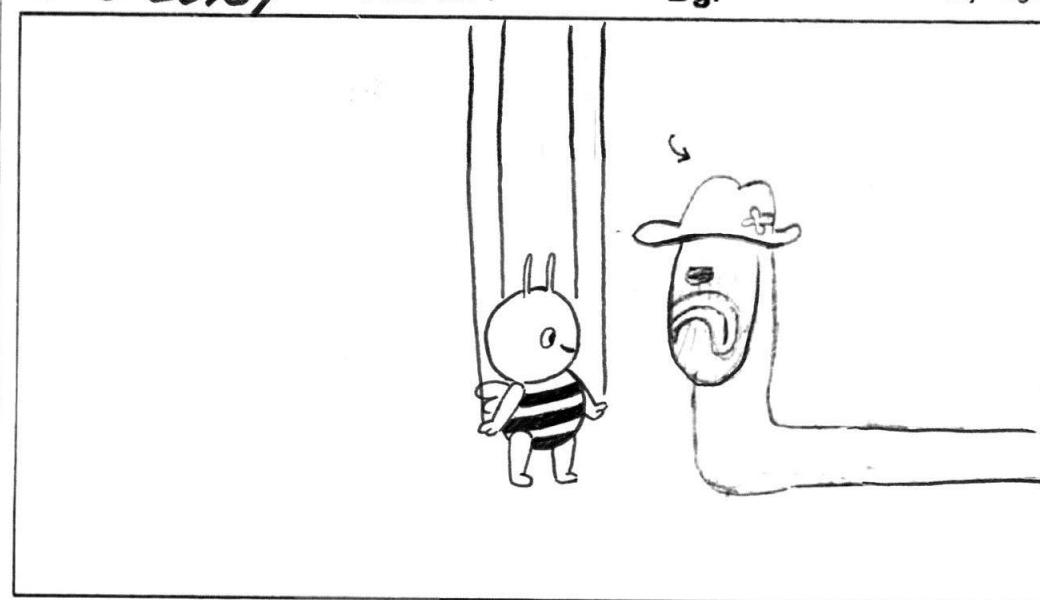
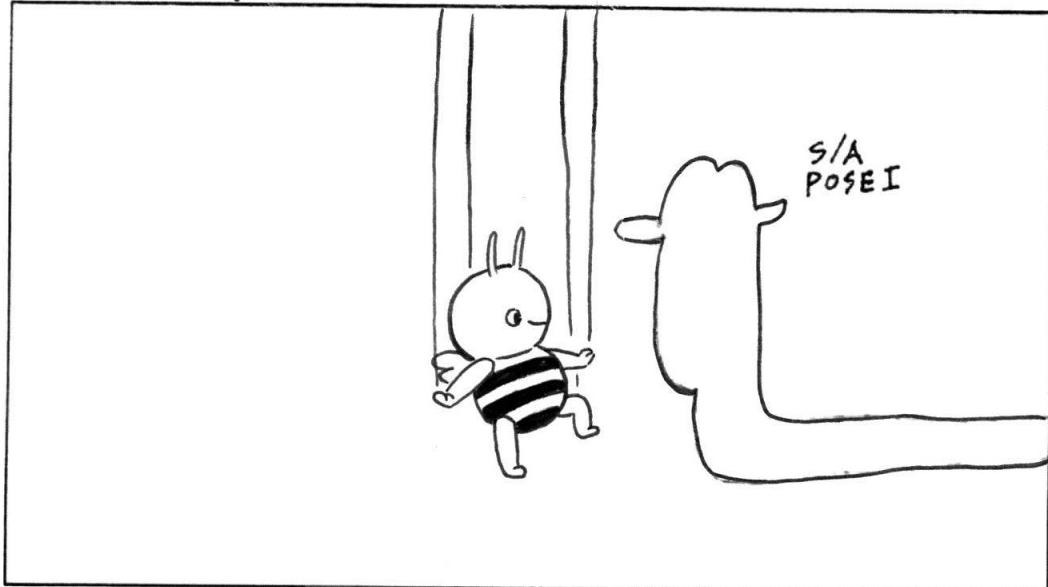
day night

Sc. 59 cont

Pnl. Z.

Bg.

day night



Dialog:

Action:

PAUSE.

Timing:

DEC 13 2013

Production :

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ADVENTURE TIME



Sc. 59 cont

Pnl.

AA

Bg.

day night

Sc. 59 cont

Pnl.

BB

Bg.

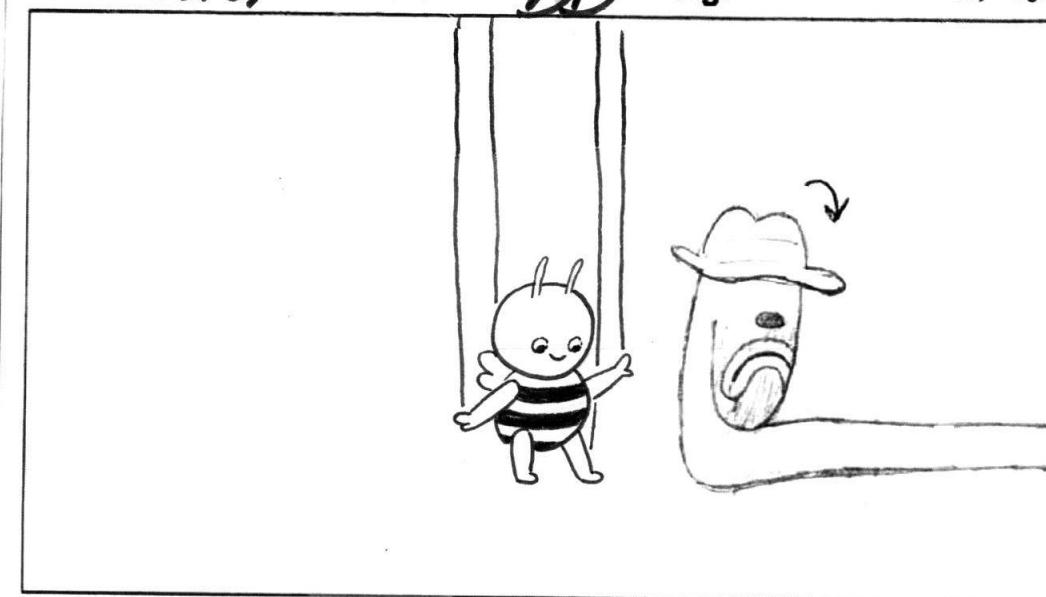
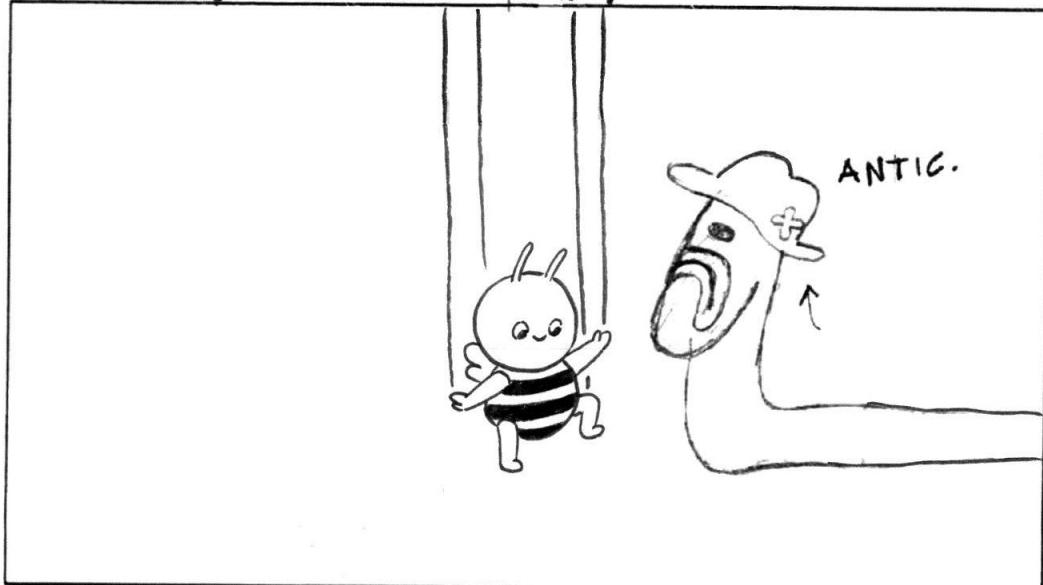
Page 144

day night

EPISODE #

Production :

1025 / 162



Dialog:

Action: THE BABY AND BLUE NOSE ANTIC. THE FIRST DANCE STEP.

-INTO FIRST DANCE STEP. (THE SAME DANCE AS BEFORE, BUT NOW INCLUDING BLUE NOSE.)

Timing:

DEC 13 2013

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ADVENTURE TIME



145

Page _____

Sc. 59 const

Pnl.

CC

Bg.

day night

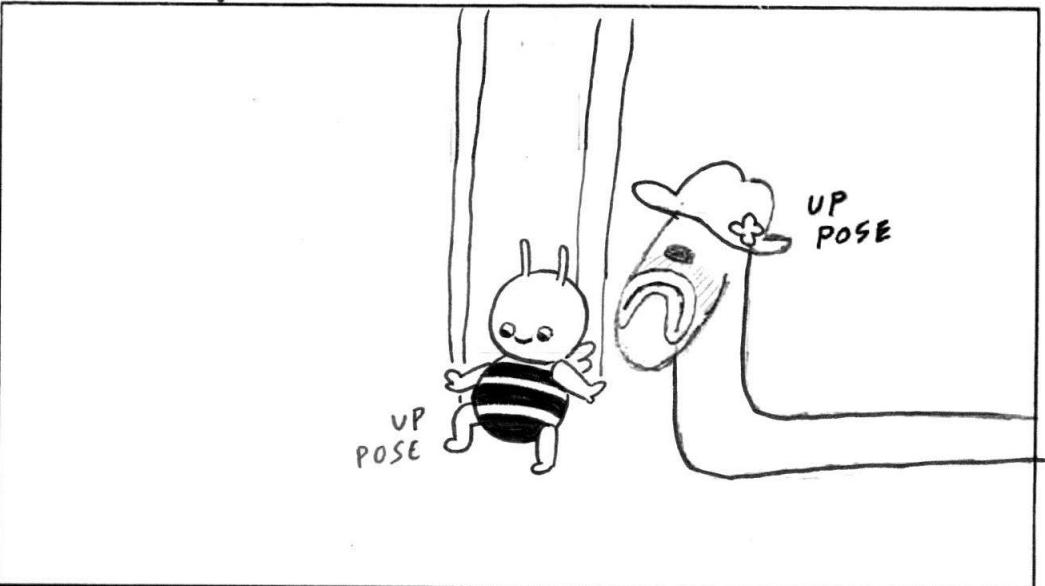
Sc. 59 const

Pnl.

DD

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production

EPISODE #

1025/162

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ADVENTURE TIME



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Page _____

Sc. 59 CONT

Pnl.

~~EE~~ Bg.

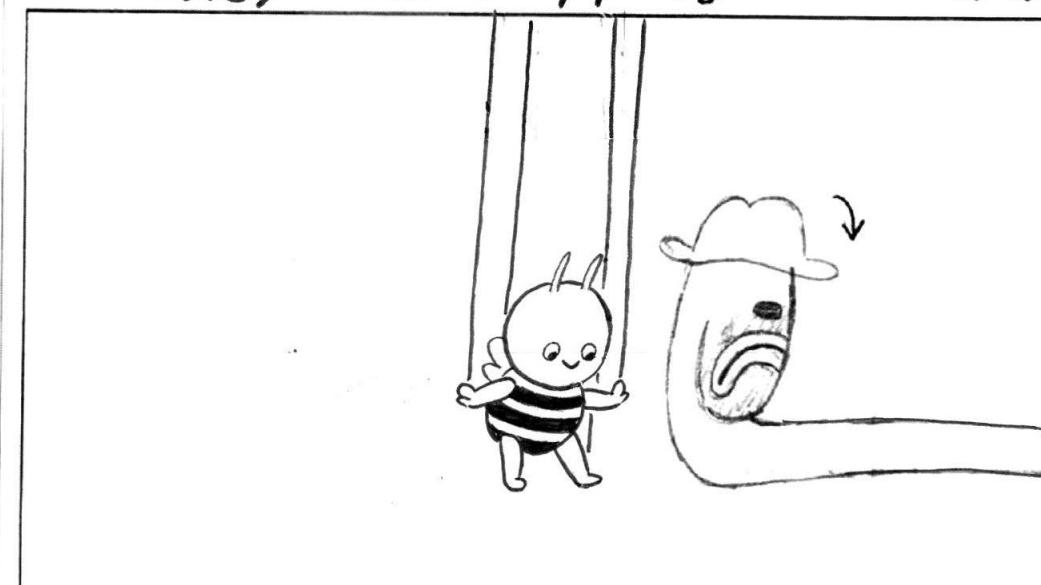
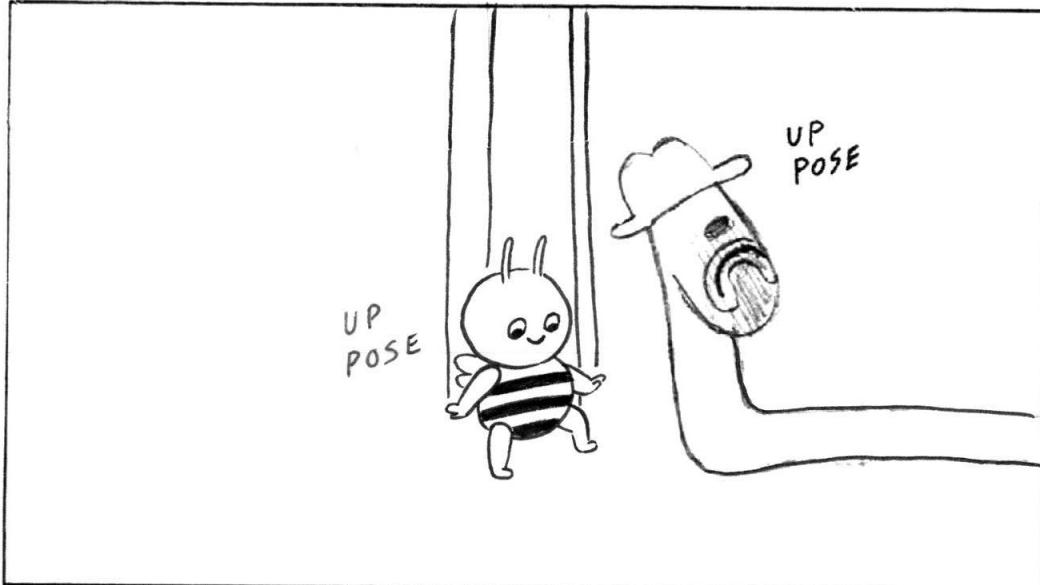
day night

Sc. 59 CONT

Pnl.

~~FF~~ Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production

ADVENTURE TIME



Page 147

Sc. 59 CONT

Pnl.

GG

Bg.

day night

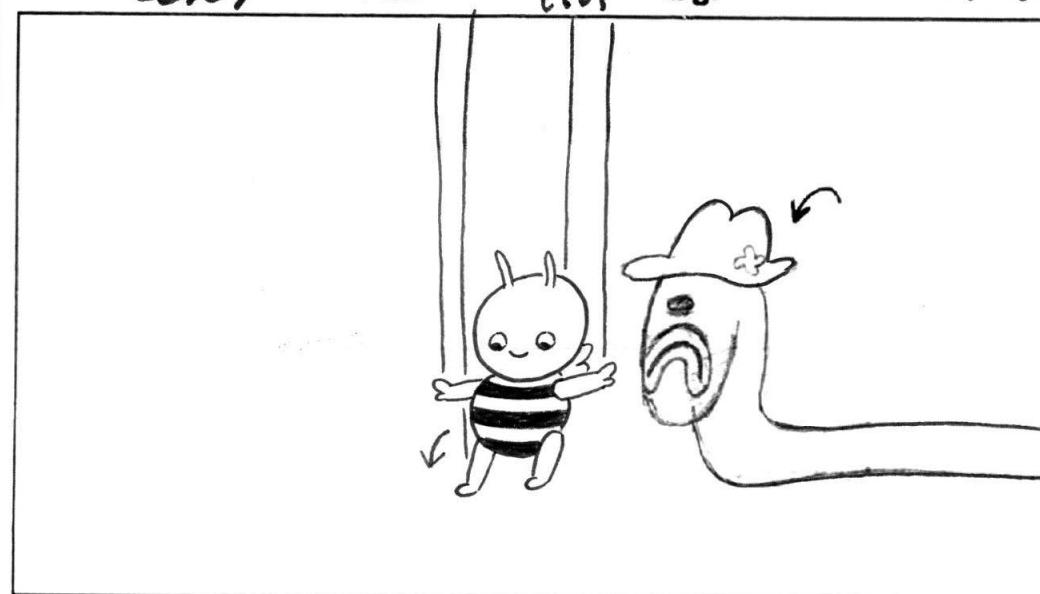
Sc. 59 cont

Pnl.

HII

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

ADVENTURE TIME

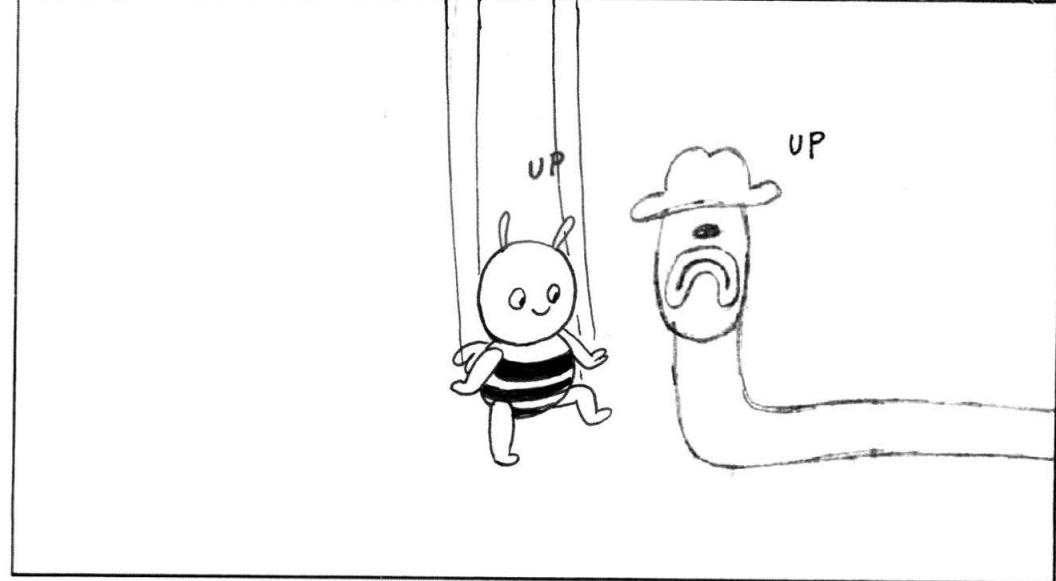


Sc. 59 CONT

Pnl.

~~JJ~~ Bg.

day night

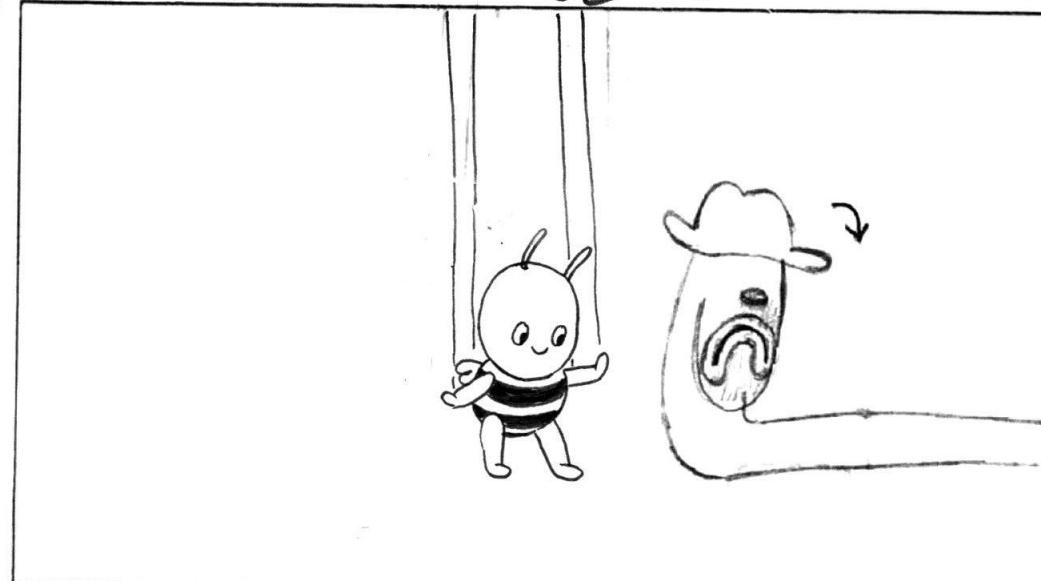


Sc. 59 CONT

Pnl

~~JJ~~ Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

148

Page

ADVENTURE TIME



Page 149

Sc. 59 cont Pnl.

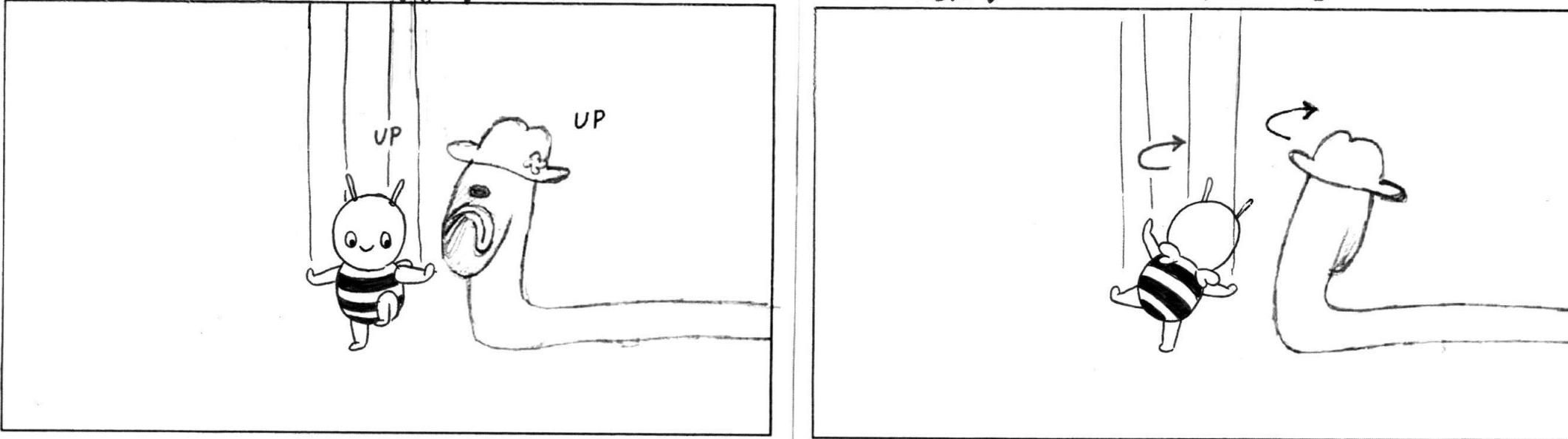
KK Bg.

day night

Sc. 59 cont Pnl.

LH Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2012

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Production

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ADVENTURE TIME



Page 150

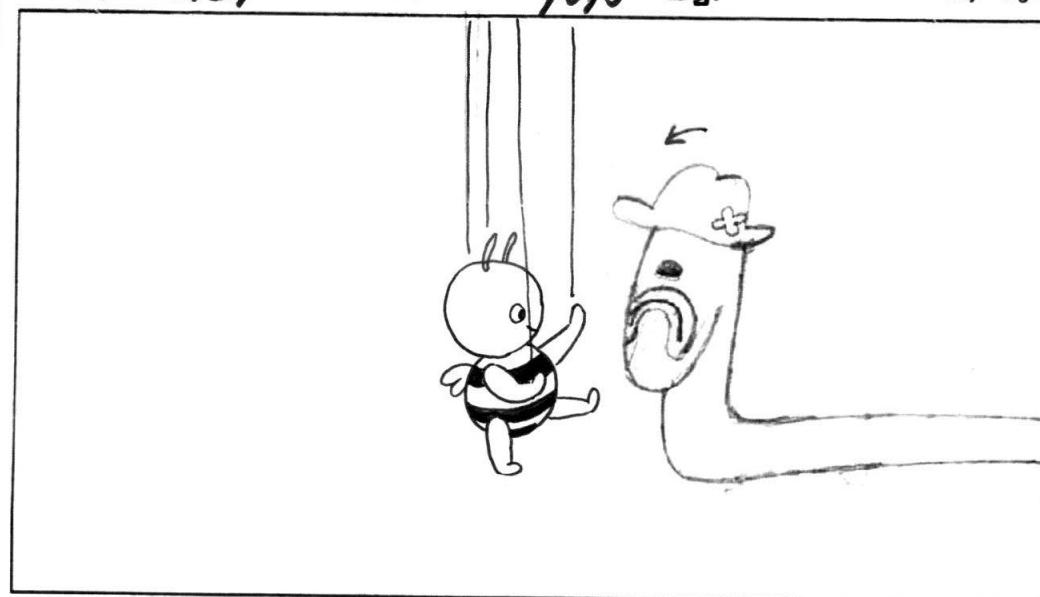
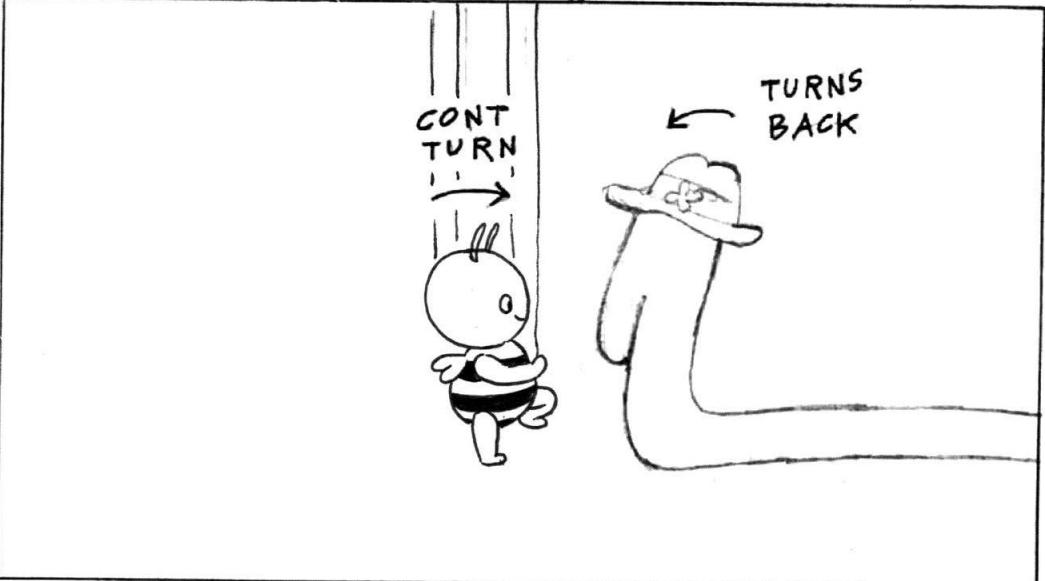
Sc. 59 cont Pnl. 1 MM Bg.

day night

Sc. 59 cont

Pnl. 2 - NN Bg.

day night



Dialog:

Action: BLUE NOSE CAN'T TURN ALL THE WAY AROUND,
HE'D BE TWISTED UP.

Timing:

DEC 19 2013

Production :

EPISODE #

1025/162

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ADVENTURE TIME



Page 151

Sc. 59 cont

Pnl.

00

Bg.

day night

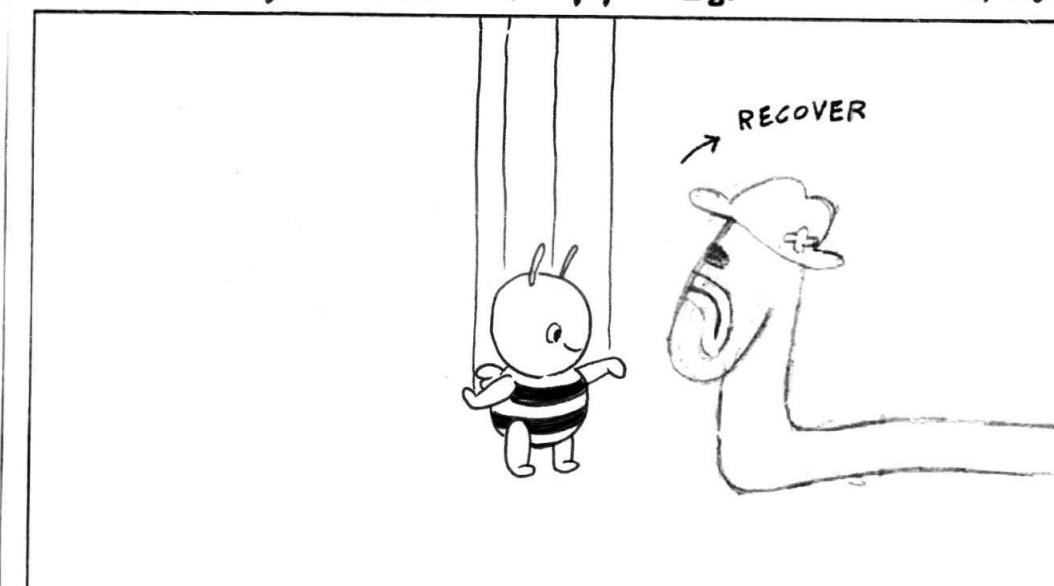
Sc. 59 cont

Pnl.

PP

Bg.

day night



Dialog:

Action:

BABY INB. ZR
ZR
X ZQ
Y ZP

Timing:

DEC 13 2013

Production :

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ADVENTURE TIME



Sc. 59 cont

Pnl.

QQ

Bg.

day night

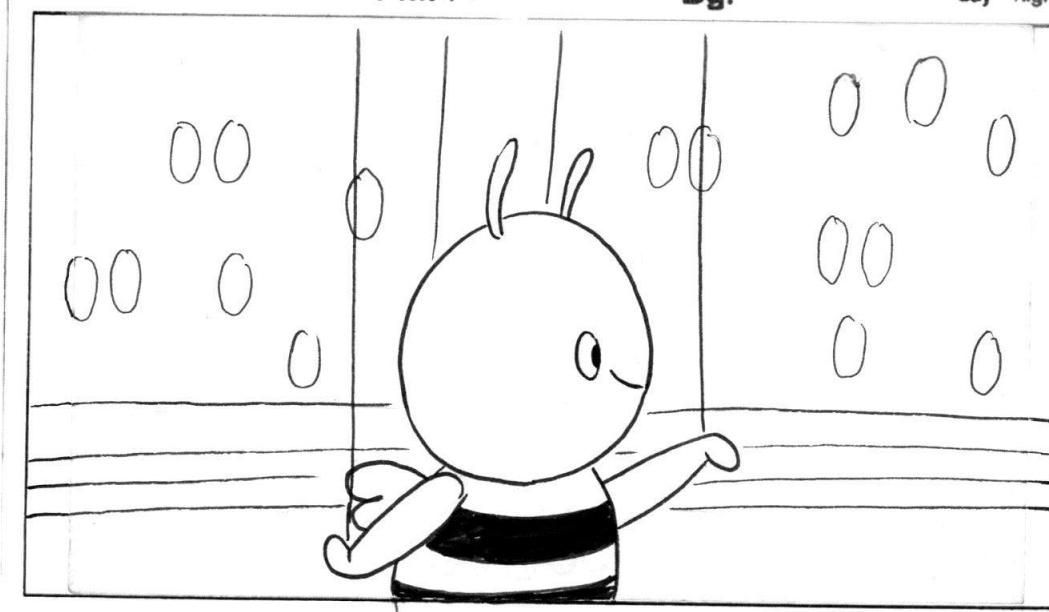
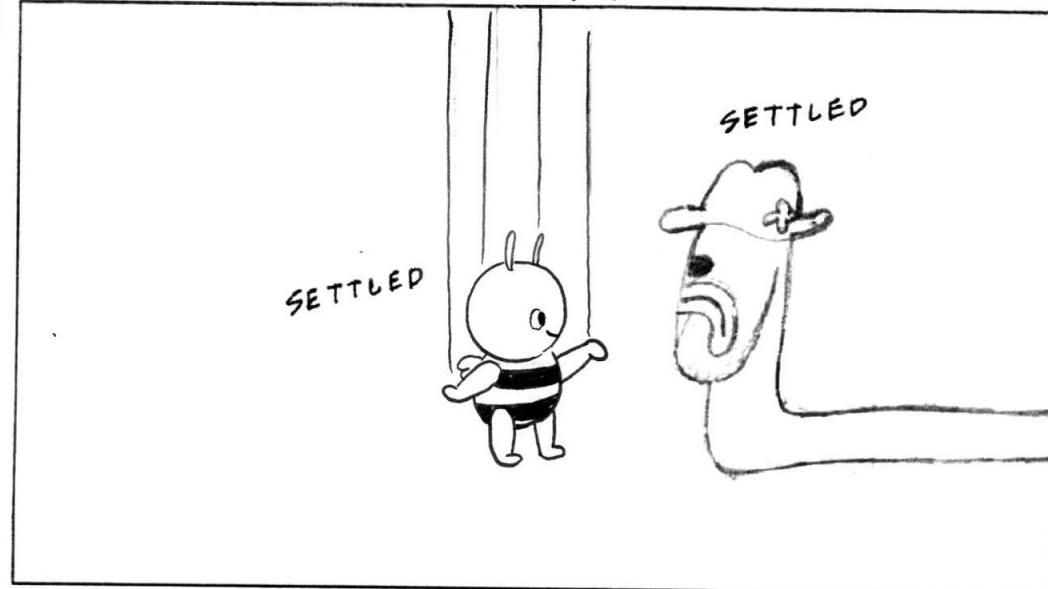
Sc. 60

Pnl. A

Bg.

day night

Page 152



Dialog:		
Action:	BABY H.U. → ← H.U.	
Timing:	DEC 13 2013	

EPISODE #

Production :

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1025/162

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ADVENTURE TIME



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day night

Sc. 60 *CONT*

Pnl. B

Bg.

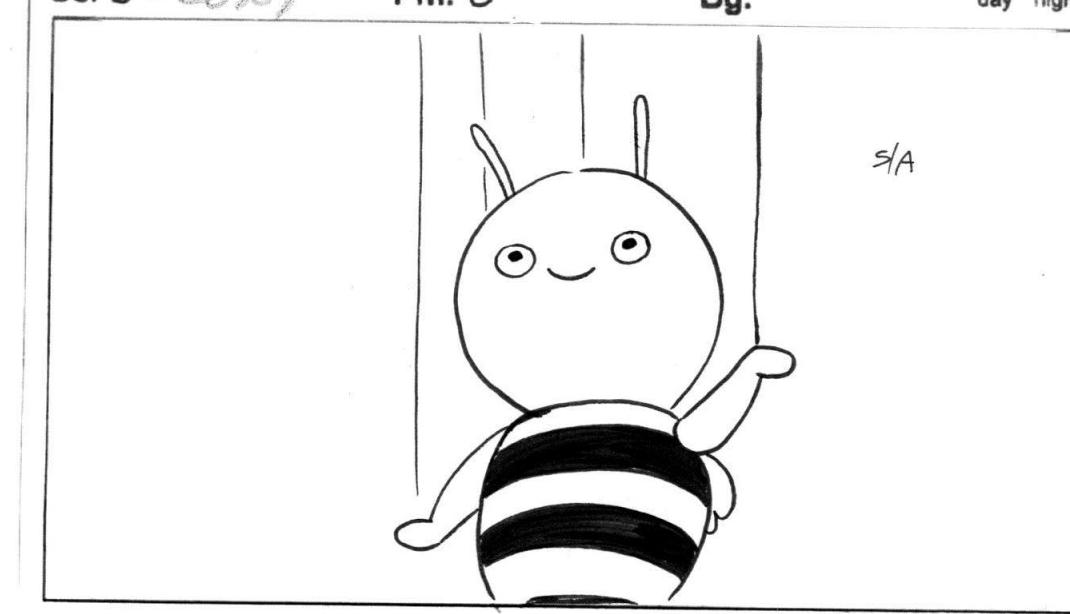
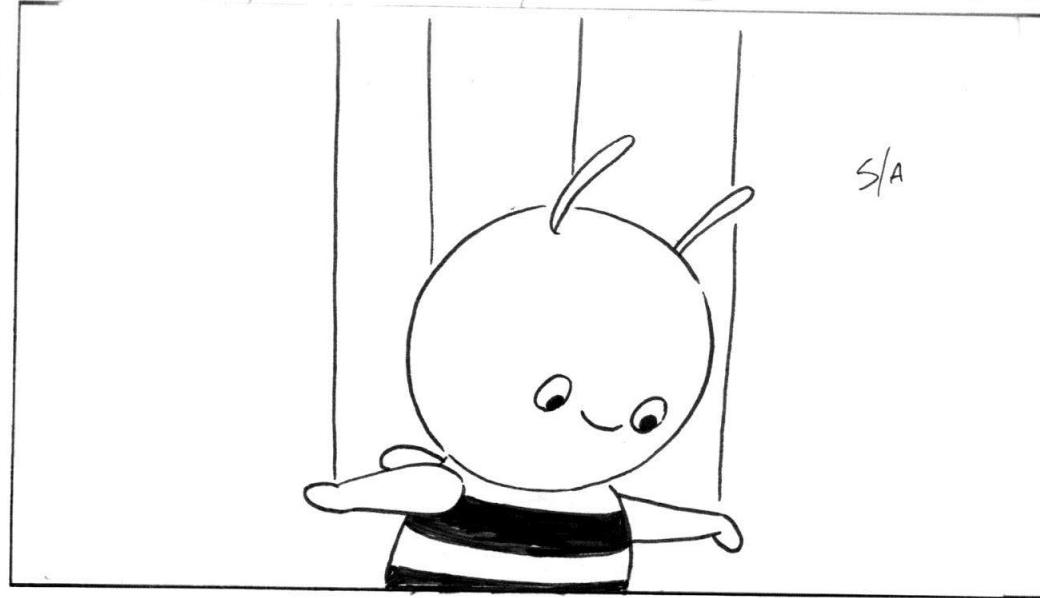
day night

Sc. 60 *CONT*

Pnl. C

Bg.

day night



Dialog:

Action: BABY BEGINS DANCING AGAIN.

Timing:

DEC 13 2013

Production :

1025/162

1025/162

1025/162

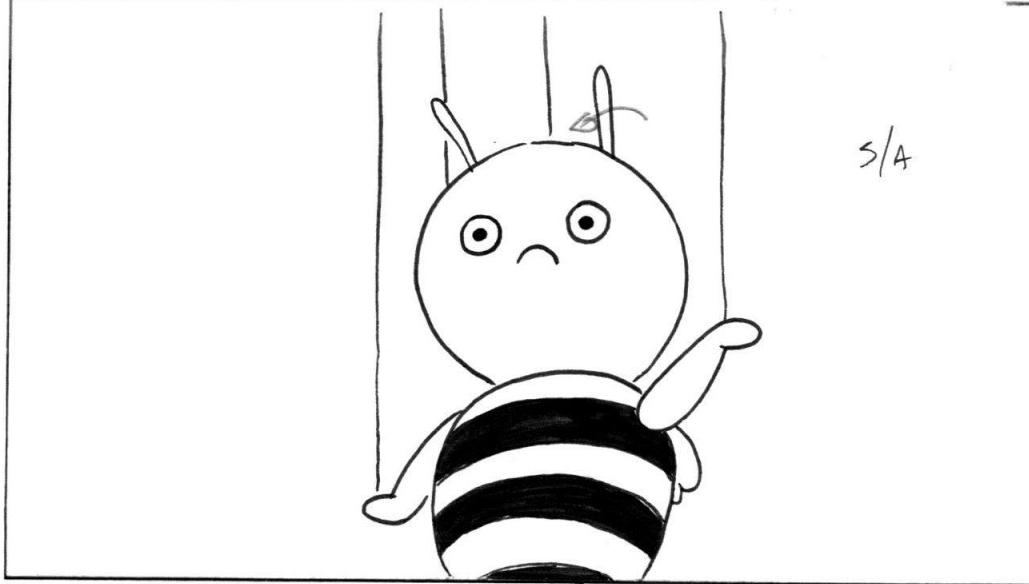
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ADVENTURE TIME

Sc. 60 CONT

Pnl. D

Bg.

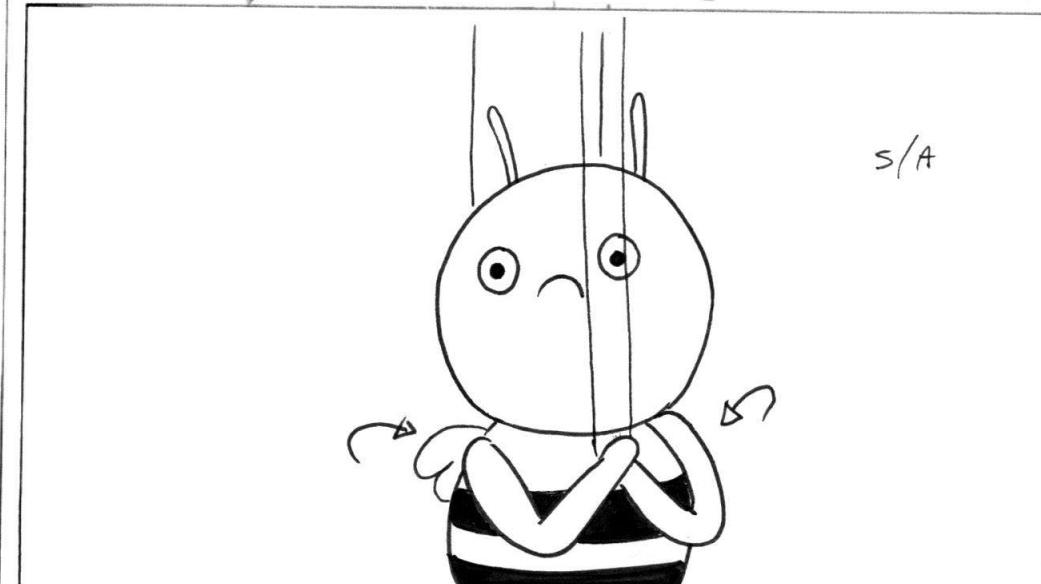


day night

Sc. 60 CONT

Pnl. E

Bg.



Page 154

day night

Dialog:

Action: BABY STOPS WITH A SHOCKED LOOK.
(LOOKING BLANKLY INTO DISTANCE.)

BABY SUDDENLY PUTS HANDS OVER HEART.

Timing:

DEC 13 2013

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Production :

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1025/162

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ADVENTURE TIME

Sc. 60 CONT

Pnl. F

Bg.

day night



Sc. 60 CONT

Pnl. G

Bg.

Page

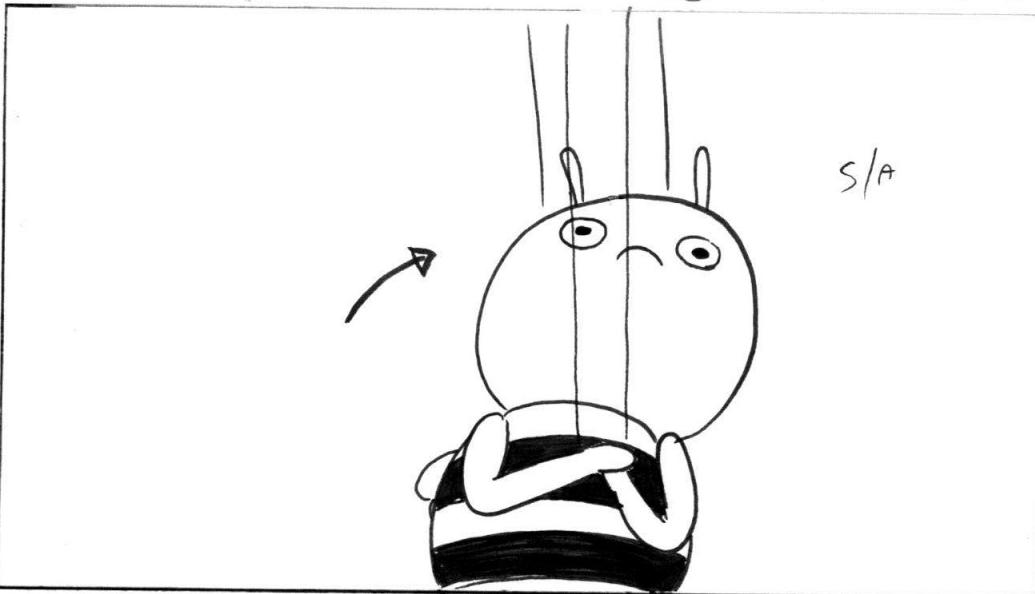
155

day night

H/Cut

EPISODE #

1025/162



Dialog:

Action:

BABY SWAYS BACKWARD.

BABY SWAYS FORWARD.

H.U. →

Timing:

DEC 13 2013

Production :

1025/162

The Cut

ADVENTURE TIME



Page 156

Sc. 61

Pnl. A

Bg.

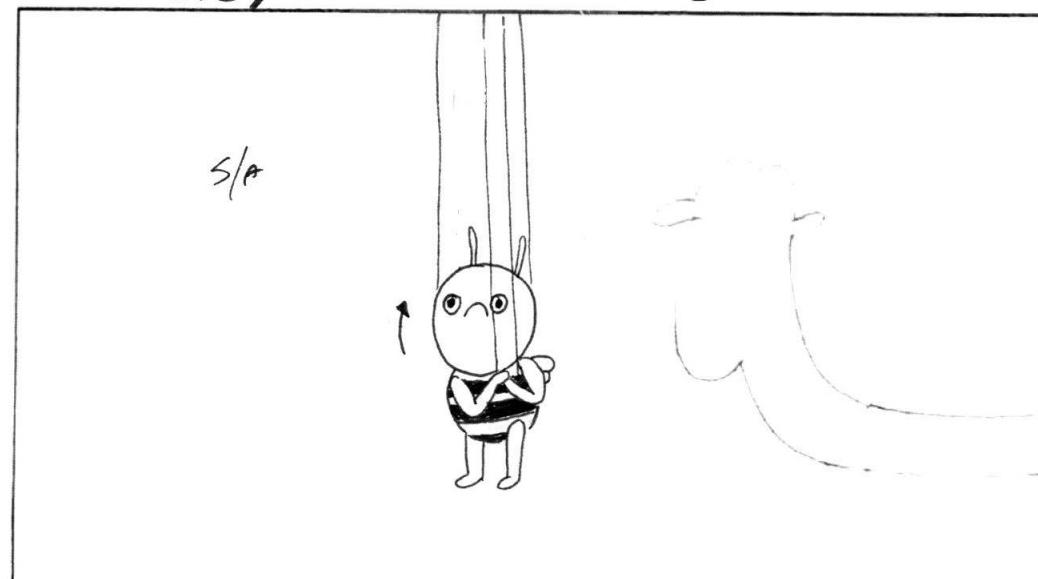
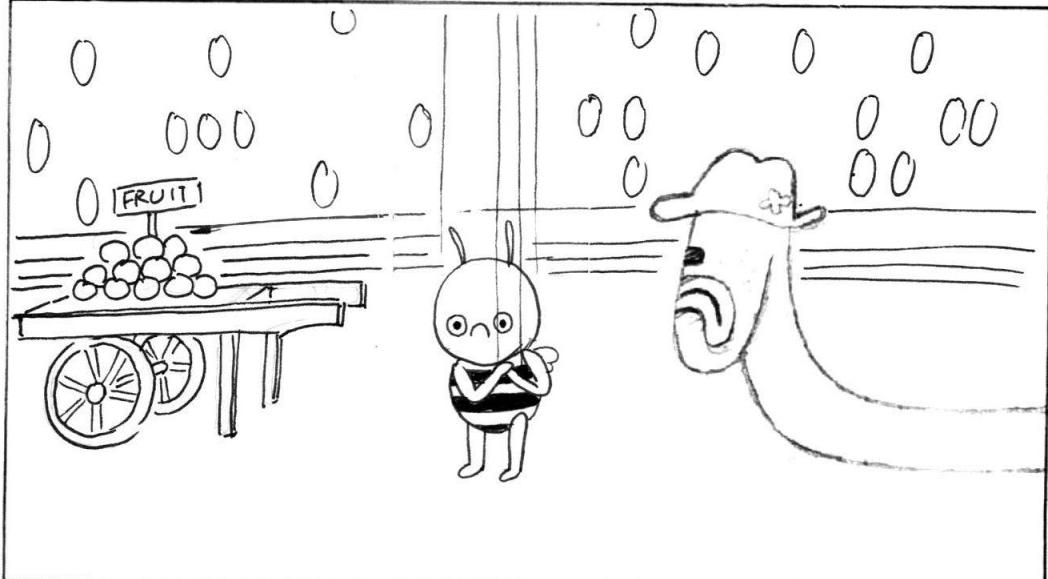
day night

Sc. 61 cont

Pnl. B

Bg.

day night



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Dialog:

Action:

CUT BACK TO THE WIDE SHOT OF
BABY AND BLUE NOSE.

← H.U.
BABY

BABY LOOKS UP.

Timing:

DEC 13 2013

Production :

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ADVENTURE TIME



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Sc. 61 cont

Pnl. C

Bg.

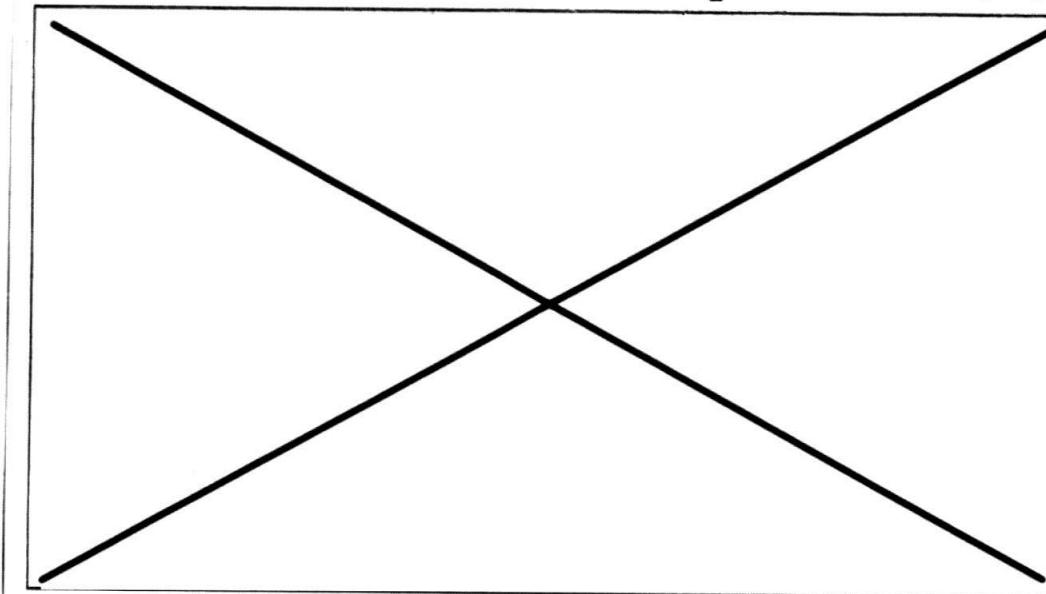
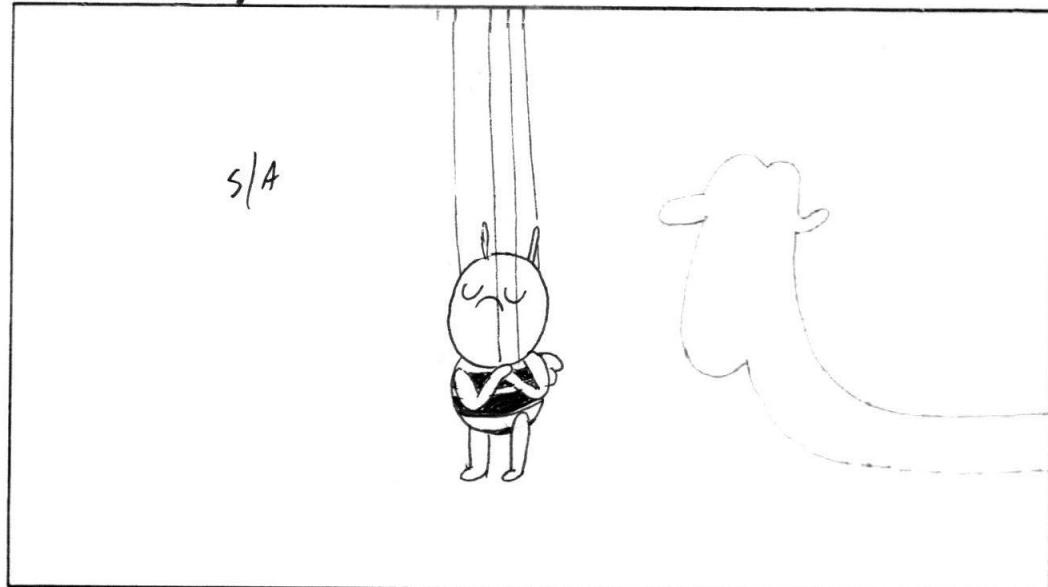
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: BABY CLOSES EYES.

BABY TWISTS AROUND →

Timing:

DEC 13 2013

Production :

1025/162

ADVENTURE TIME



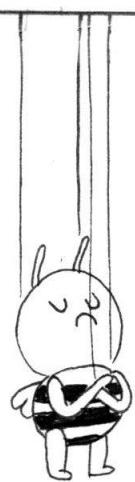
Sc. 61 cont Pnl. D Bg. day night Sc. 61 cont Pnl. E Bg. day night

Page 158

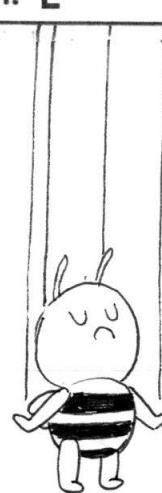
EPISODE #

Production :

S/A



S/A



Dialog:

Action:

BABY'S ARMS RELAX.

Timing:

DEC 13 2013

1025/162

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1025/162

ADVENTURE TIME



Sc. 61 *CONT*

Pnl. F

Bg.

day night

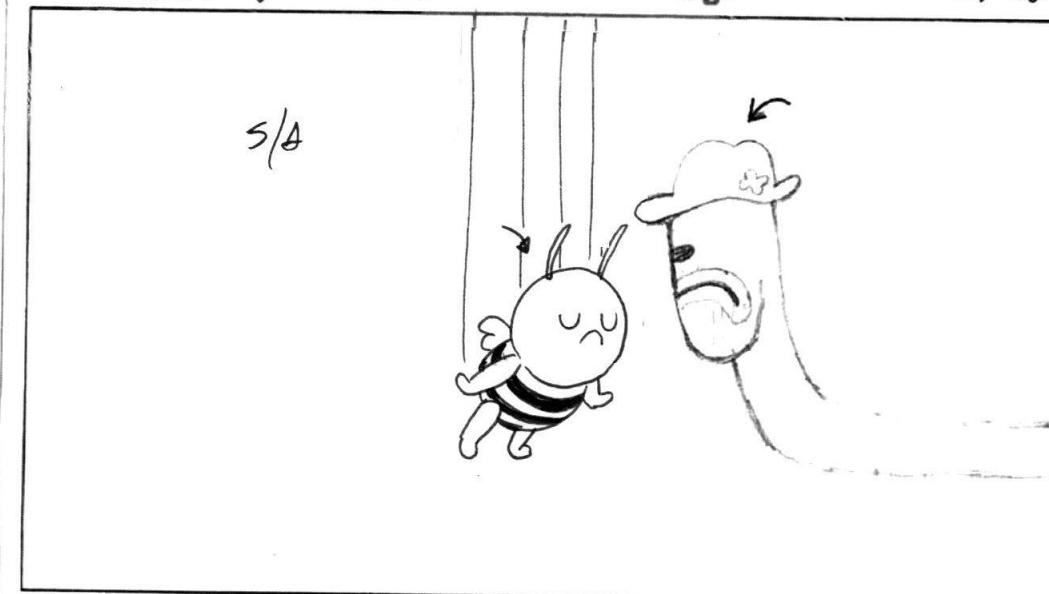
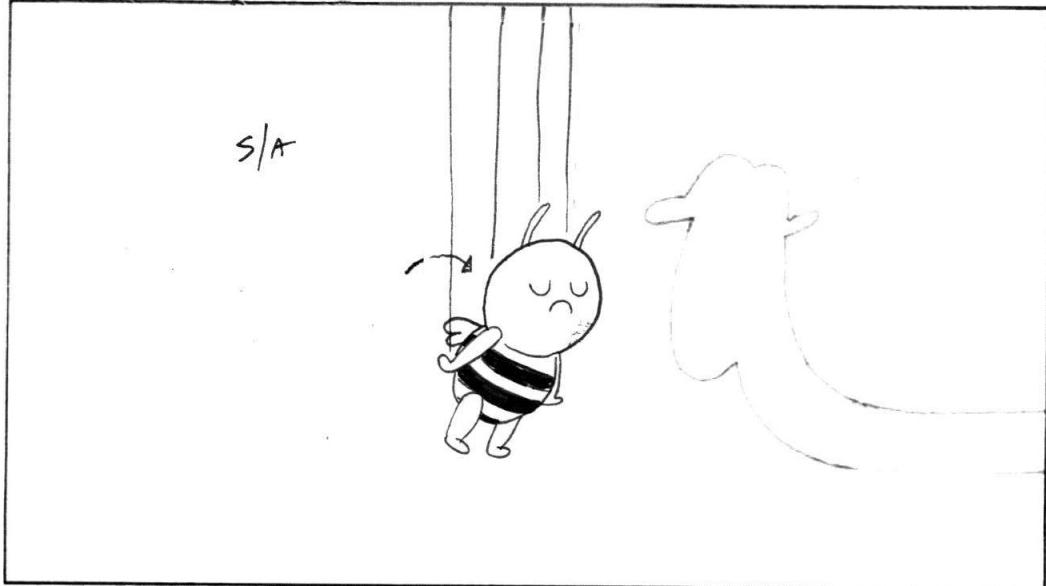
Sc. 61 *CONT*

Pnl. G

Bg.

Page 159

day night



Dialog:

Action: BABY FALLS OVER, SLOWLY.
(SLOWLY LOWERED BY THE STRINGS.)

Timing:

DEC 13 2013

Production :

EPISODE #

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ADVENTURE TIME

Sc. 61 cont

Pnl.

H

Bg.



day night



Sc. 61 cont

Pnl. I

Bg.

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day night



Dialog:

Action:

Timing:

DEC 13 2013

Production :

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ADVENTURE TIME



Page 161

Sc. 61 cont

Pnl. J

Bg.

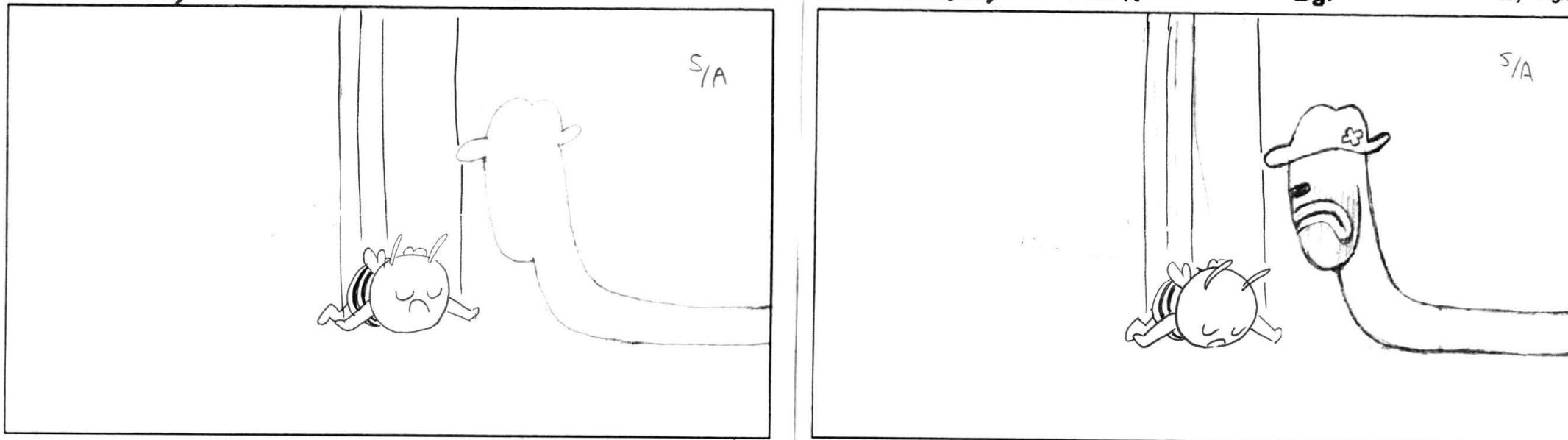
day night

Sc. 61 cont

Pnl. K

Bg.

day night



Dialog:

Action:

- BABY

HOLD. (FINAL POSITION FOR THE BABY.)

Timing:

DEC 13 2013

EPISODE #

Production :

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ADVENTURE TIME



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Page

Sc. 61 cont

Pnl. L

Bg.

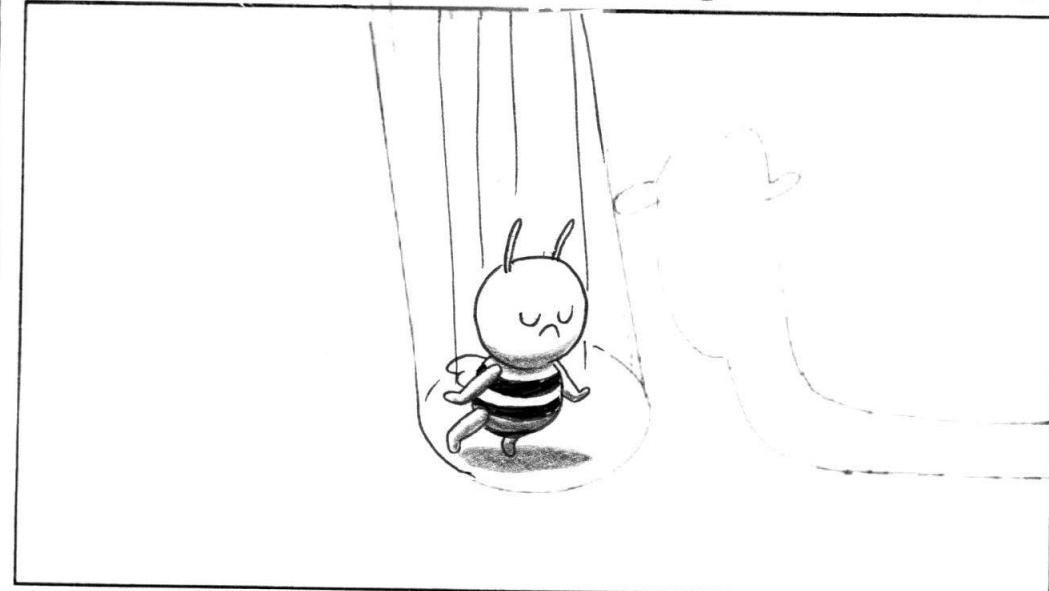
day night

Sc. 61 cont

Pnl. M

Bg.

day night



Dialog: SFX: CLICK. (SPOTLIGHT BEING TURNED ON.)

Action: A SPOTLIGHT COMES ON.

THE BABY IS RAISED SLOWLY.

Timing:

DEC 13 2013

Production :

1025 / 162

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ADVENTURE TIME



Sc. 61 cont

Pnl. N

Bg.

day night

Sc. 61 cont

Pnl. O

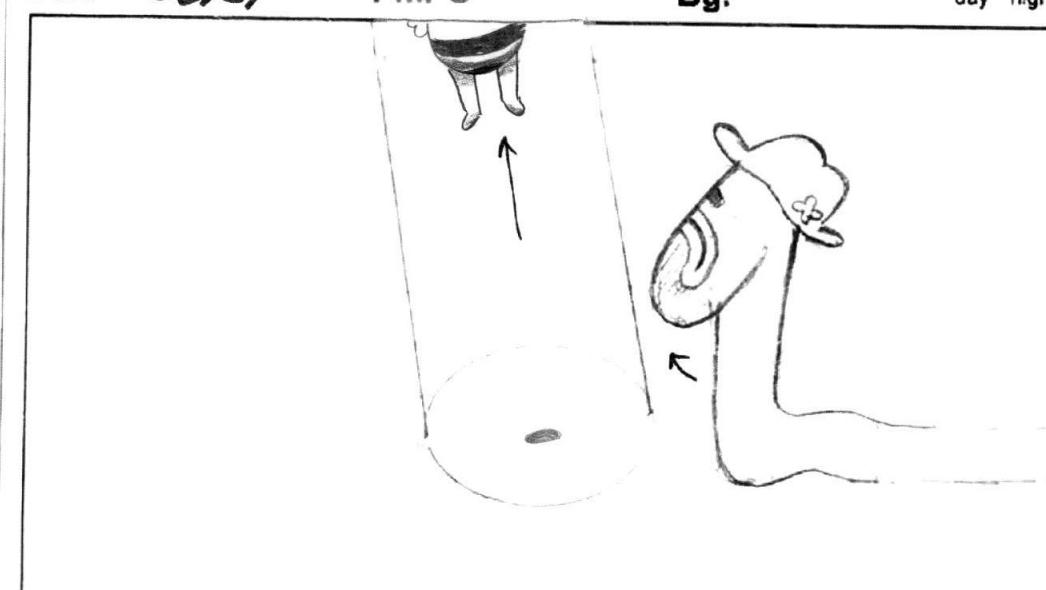
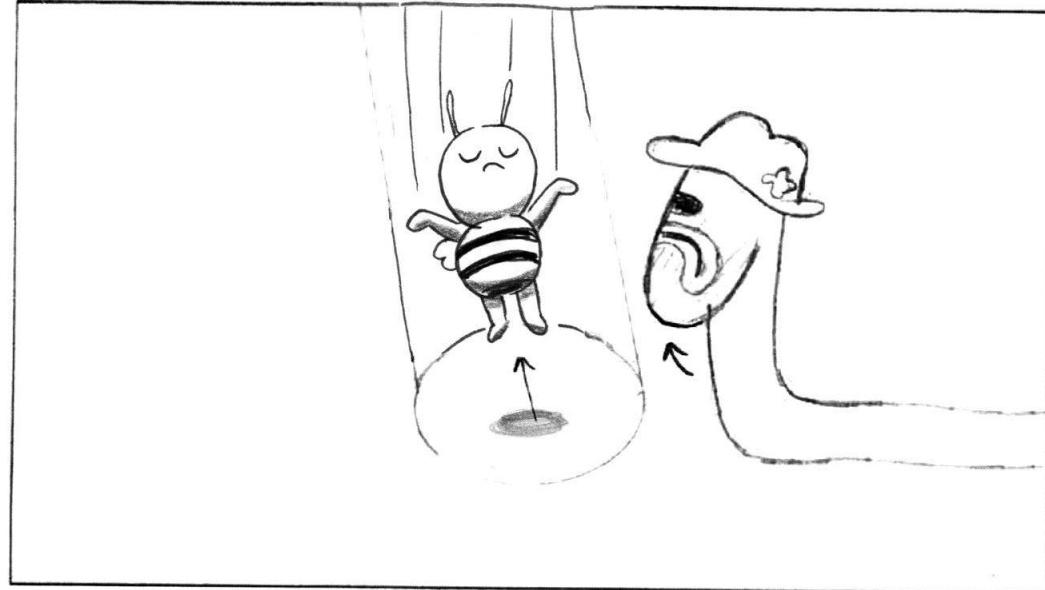
Bg.

Page

163

day night

Cut



Dialog:

Action: THE BABY CONTINUES UP.

THE BABY IS RAISED O.S.

Timing:

1025 13 2013

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Production:

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Cut
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ADVENTURE TIME

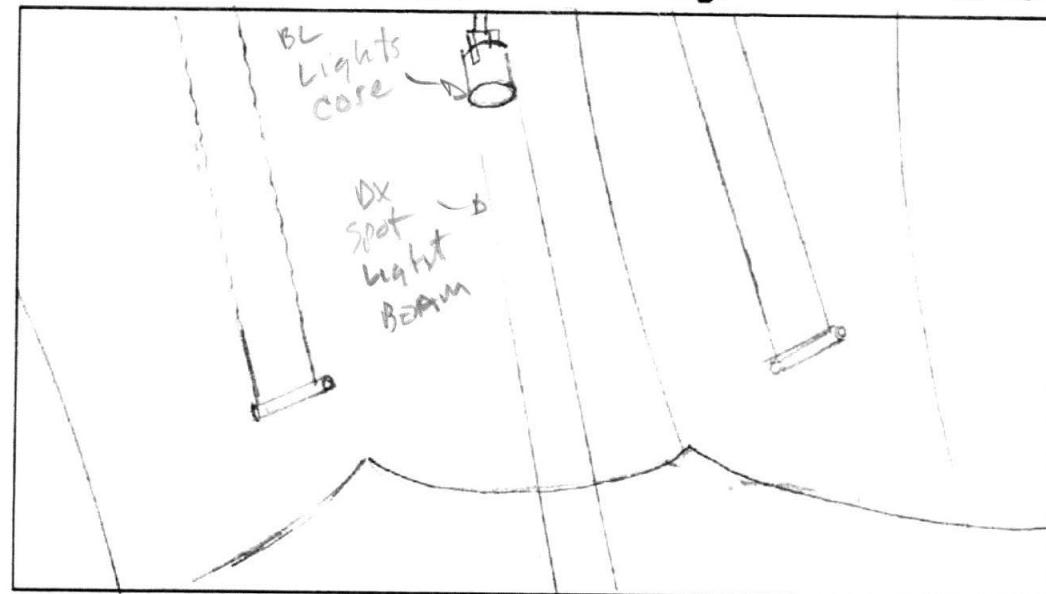


Sc. 62

Pnl. A

Bg.

day night

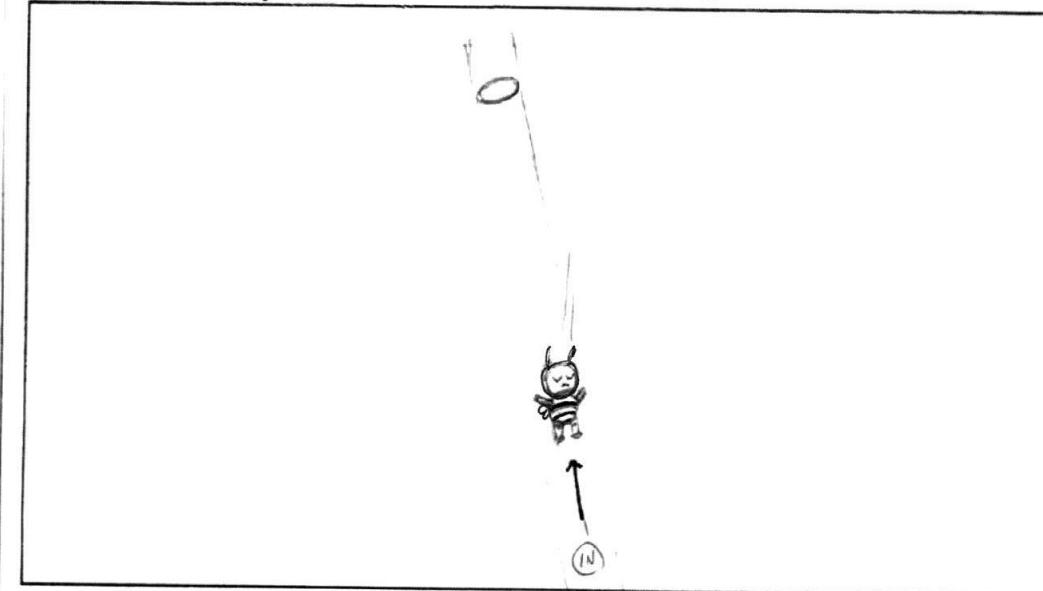


Sc. 62 cont

Pnl. B

Bg.

day night



Dialog:

Action: WIDE SHOT, LOOKING UP AT THE ROOF OF
THE BIG TENT.

THE BABY GOES UP TOWARD THE LIGHT.

Timing:

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ADVENTURE TIME

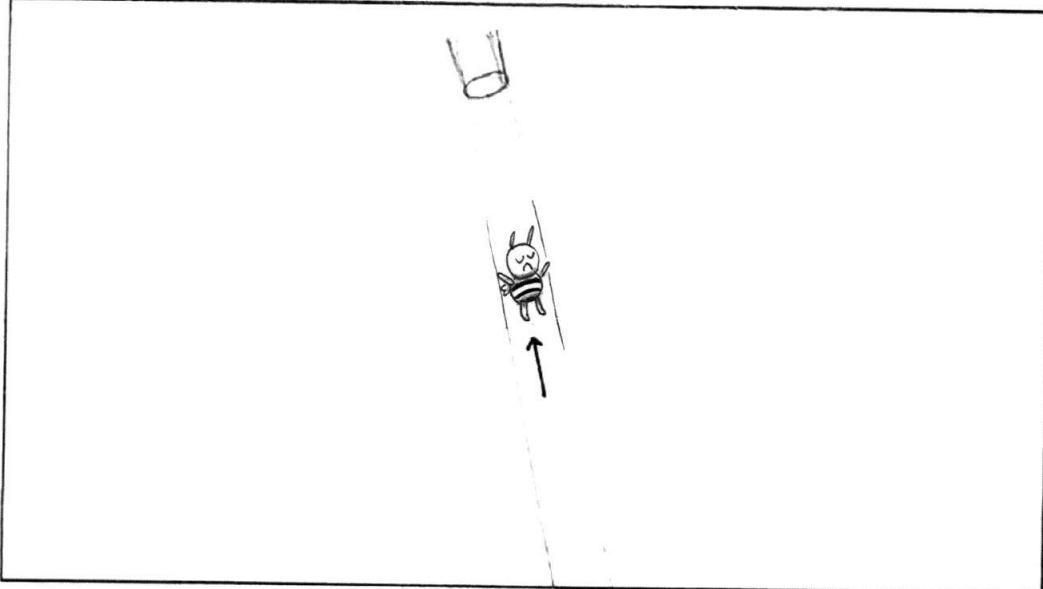


Sc. 62 cont

Pnl. C

Bg.

day night

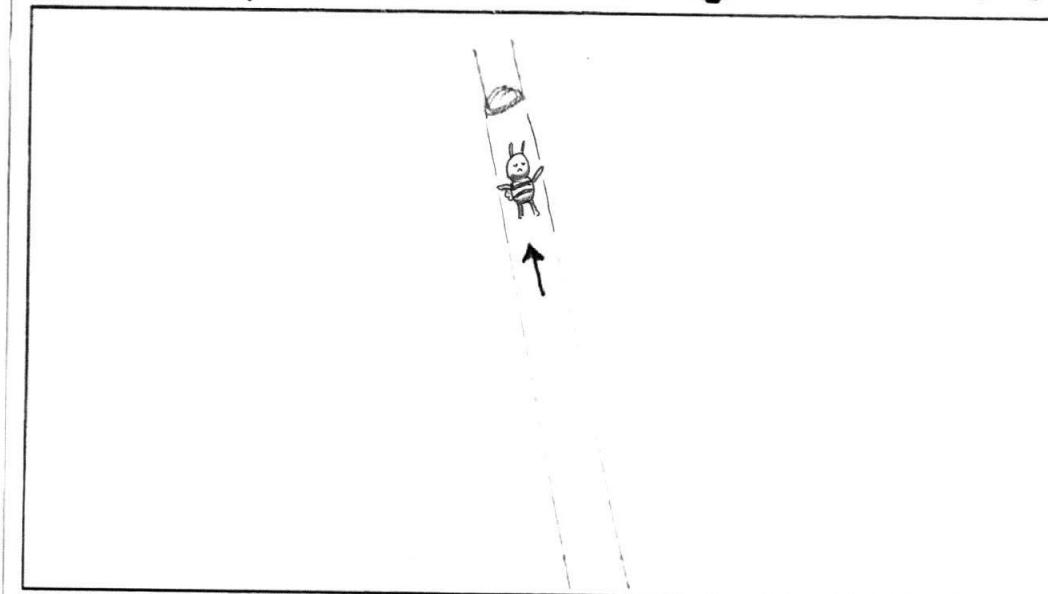


Sc. 62 cont

Pnl. D

Bg.

day night



Dialog:

EPISODE #

Action:

DEC 13 2013

Production:

Timing:

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Cut

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CUT ADVENTURE TIME



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Sc. 63

Pnl. A

Bg.

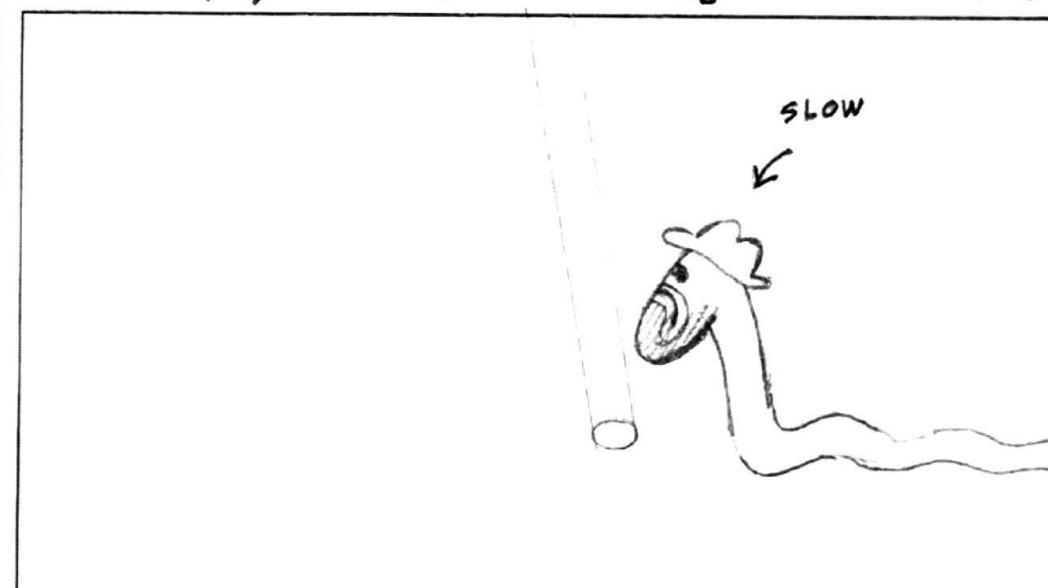
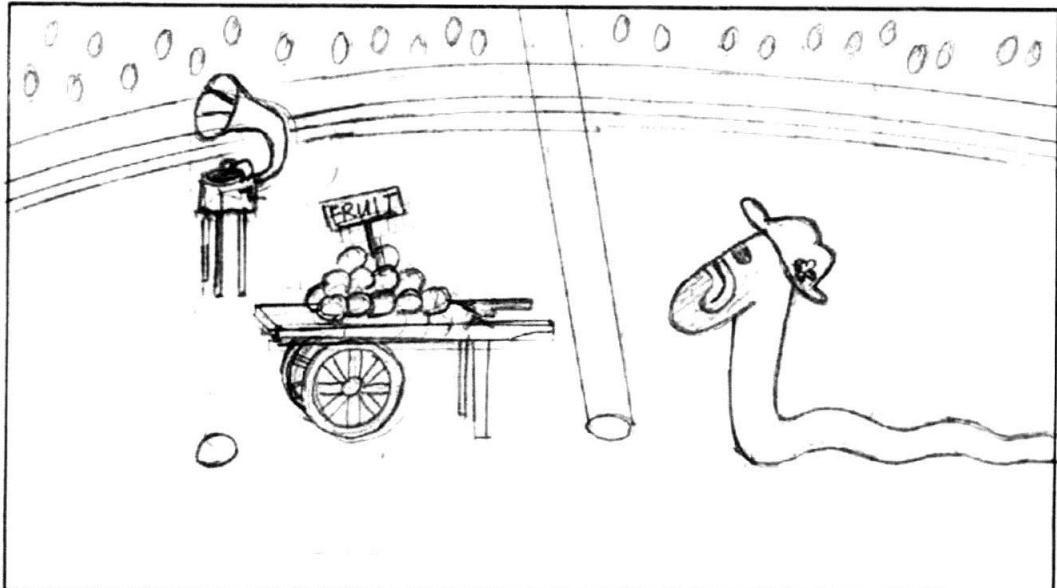
day night

Sc. 63 const

Pnl. B

Bg.

day night



Dialog:

Action: **CUT BACK TO BLUE NOSE, LOOKING UP INTO THE LIGHT.**

BLUE NOSE LOOKS DOWN.

Timing:

DEC 13 2013

EPISODE #

Production :

ADVENTURE TIME



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Page _____

Sc. 63 cont

Pnl. C

Bg.

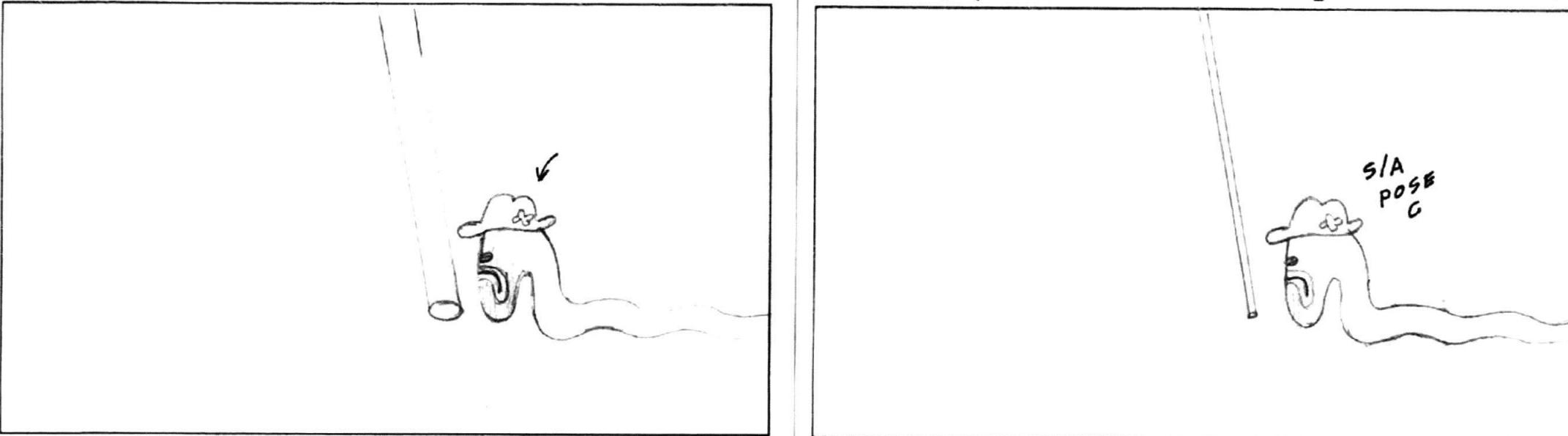
day night

Sc. 63 cont

Pnl. D

Bg.

day night



Dialog:

Action: BLUE NOSE LOOKS AT THE PLACE WHERE
THE BABY USED TO BE.

THE SPOTLIGHT BEAM REDUCES TO A PIN PRICK.

Timing:

DEC 13 2010

1025/162

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ADVENTURE TIME



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Sc. 63 cont

Pnl. E

Bg.

day night

Sc. 63 cont

Pnl. F

Bg.

day night



Dialog:

Action: THE SPOTLIGHT BLINKS OUT.

BLUE NOSE LOOKS UP TO WHERE THE LIGHT WAS
COMING FROM.

Timing:

DEC 13 2013

EPISODE #

Production :

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ADVENTURE TIME



Sc. 63 cont

Pnl. G

Bg.

day night

Sc. 63 cont

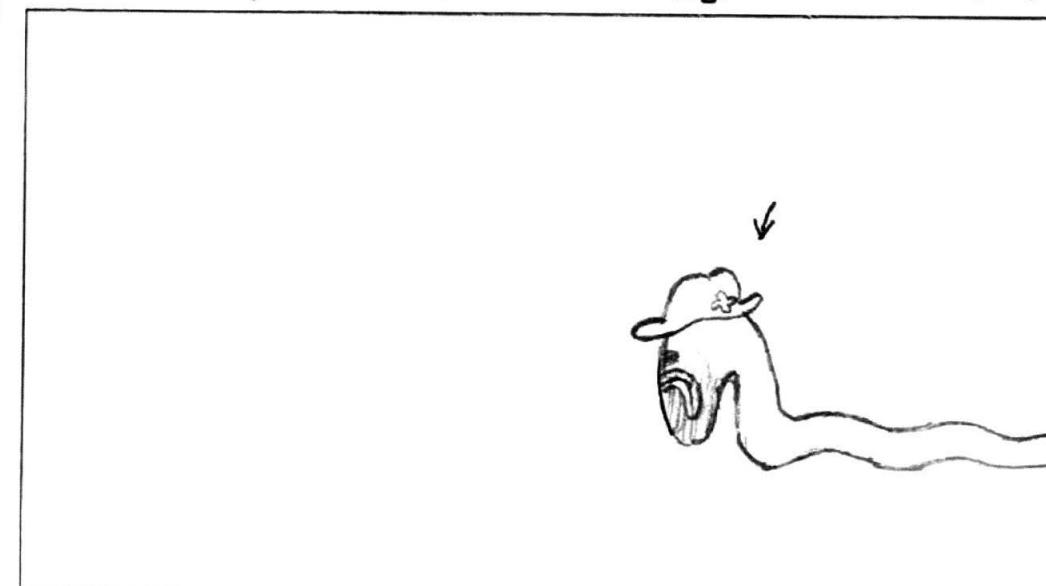
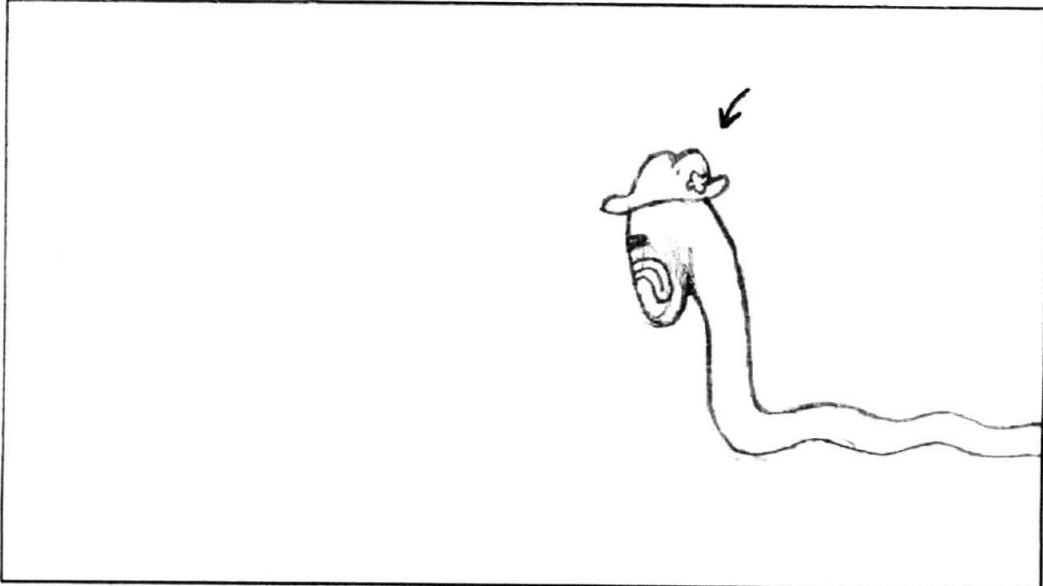
Pnl. H

Bg.

Page

169

day night



Dialog:

Action: BLUE NOSE LOOKS DOWN AGAIN.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

ADVENTURE TIME



Sc. 63 cont

Pnl. I

Bg.

day night

Page 170

Sc. 63 cont

Pnl. J

Bg.

day night



Dialog:

Action: BLUE NOSE TURNS AWAY.

Timing:

DEC 13 2013

EPISODE #

Production :

ADVENTURE TIME



171

Page

Sc. 63 cont

Pnl. K

Bg.

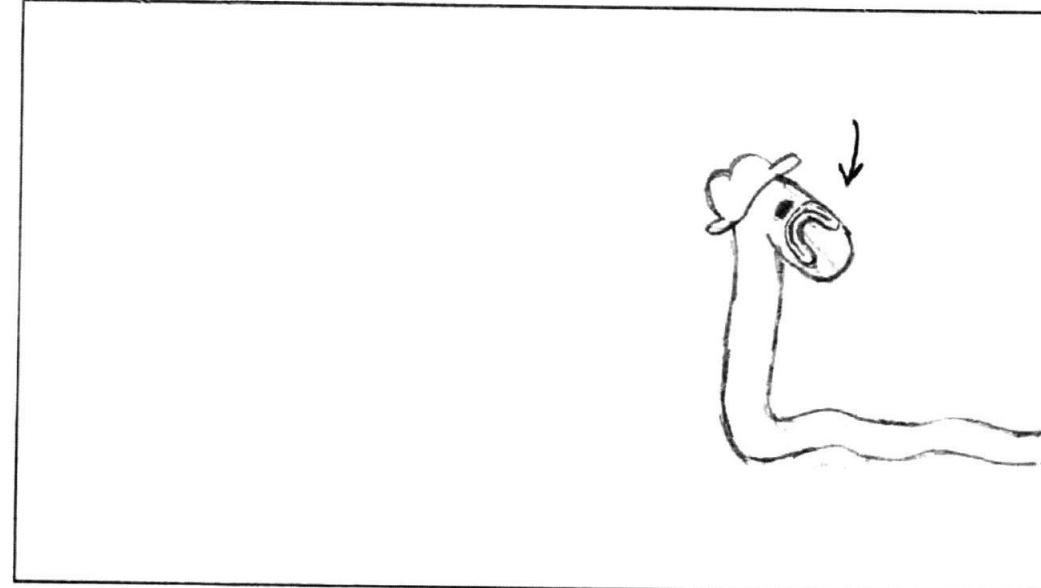
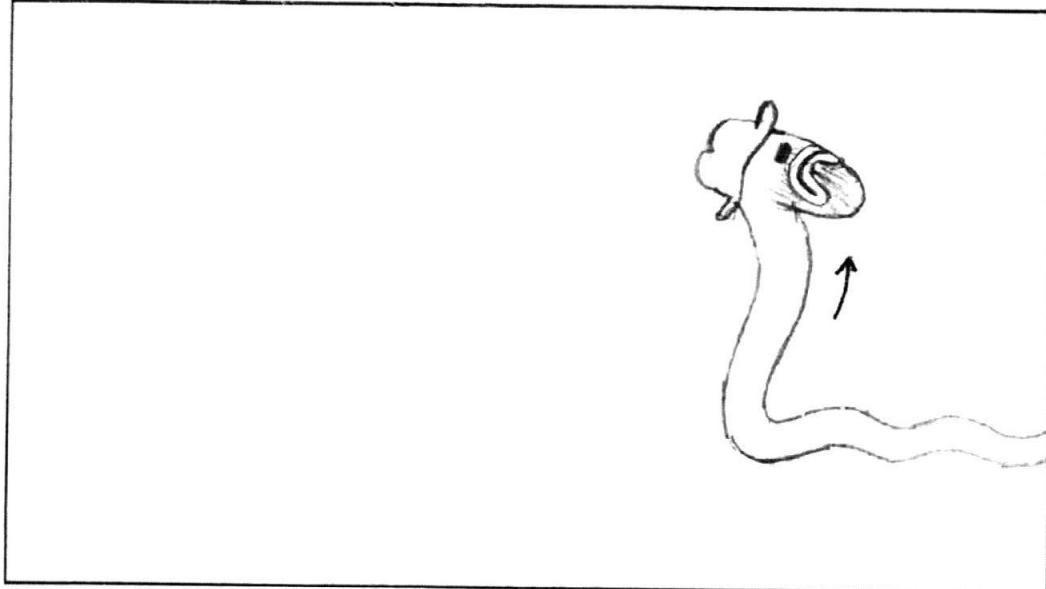
day night

Sc. 63 cont

Pnl. L

Bg.

day night



Dialog:

Action: BLUE NOSE LOOKS UP AND AROUND, IN LAMENTATION. TWISTING AROUND IN A TORTURED WAY.

Timing:

DEC 13 2013

Production :

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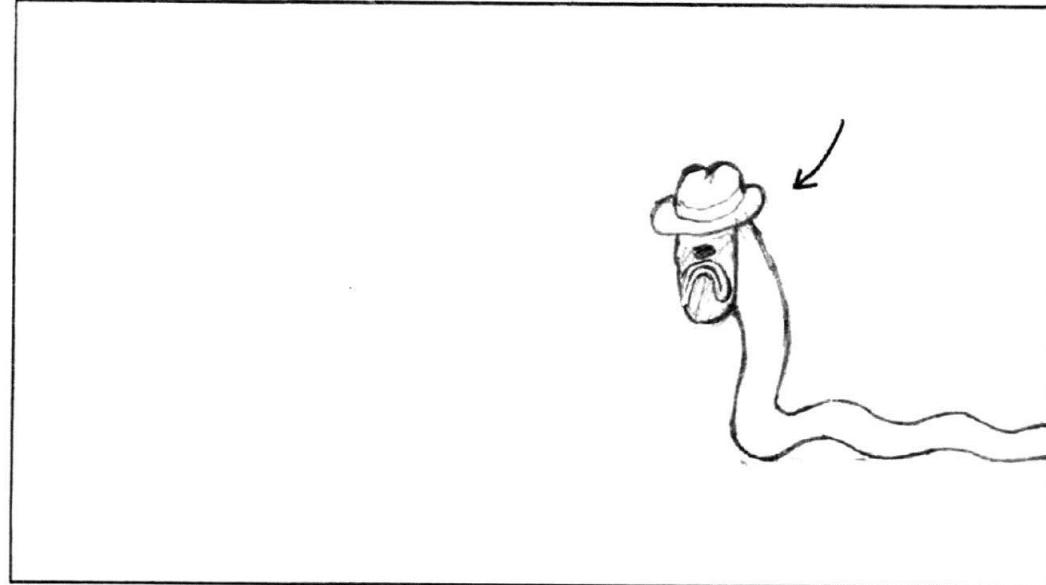


Sc. 63 cont

Pnl. M

Bg.

day night

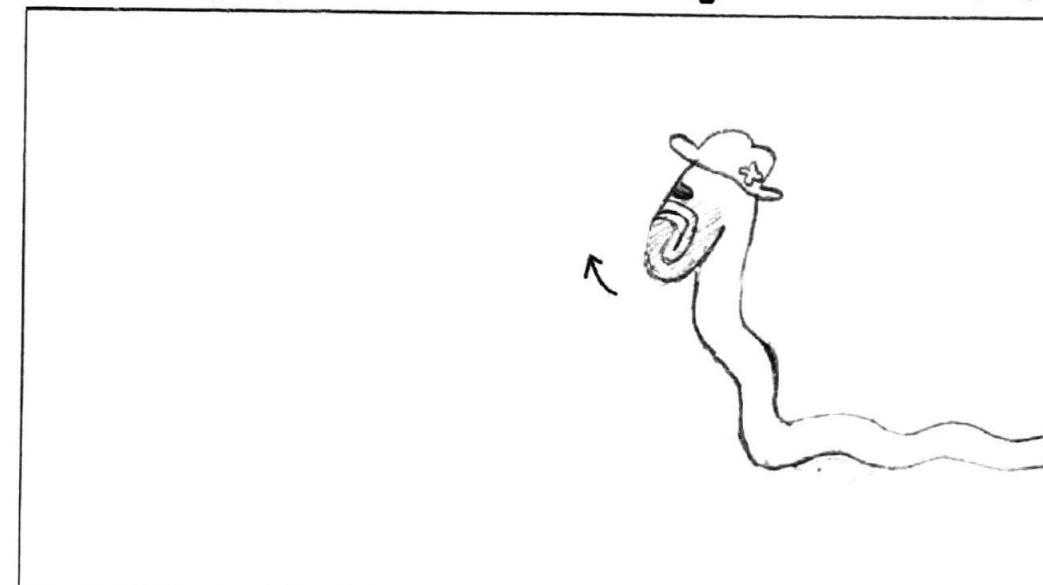


Sc. 63 cont

Pnl. N

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production :

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ADVENTURE TIME



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Page

Sc. 63 cont

Pnl. O

Bg.

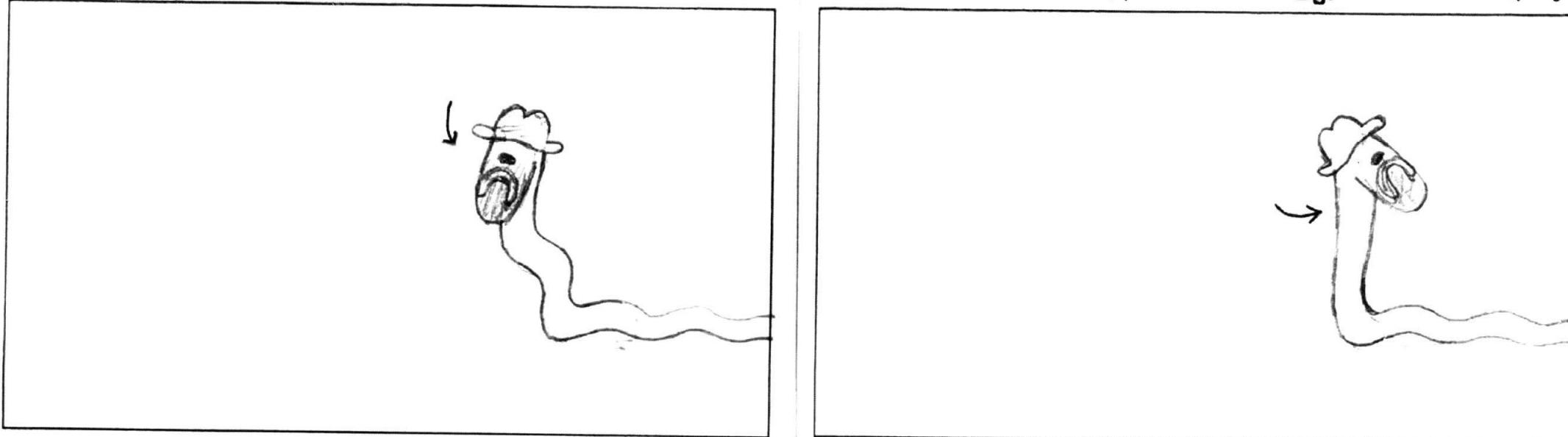
day night

Sc. 63 cont

Pnl. P

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

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ADVENTURE TIME



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Page _____

day night

Sc. 63 CONT

Pnl. Q

Bg.

day night

Sc. 63 cont

Pnl. R

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

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ADVENTURE TIME



Sc. 63 cont

Pnl. S

Bg.

day night

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Page _____

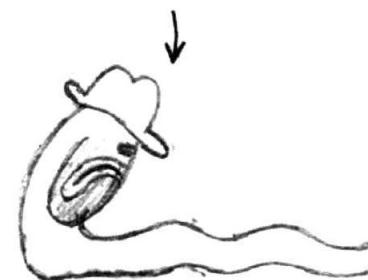
day night

Sc. 63 cont

Pnl. T

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production :

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1025/162

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ADVENTURE TIME



NO SC
64

Page 176

day night

Cut

Sc. 63 cont

Pnl. U

Bg.

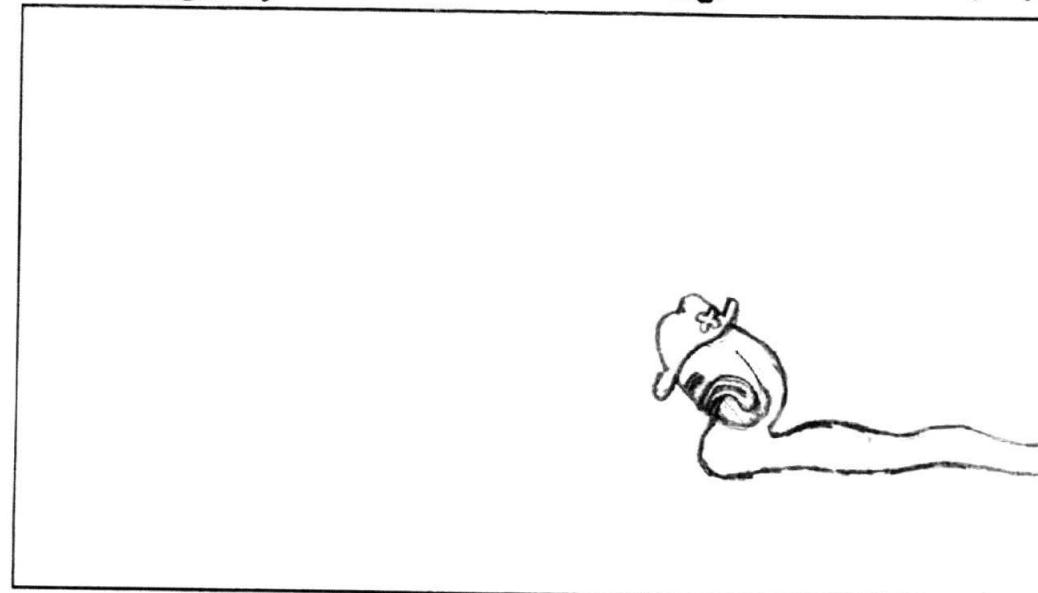
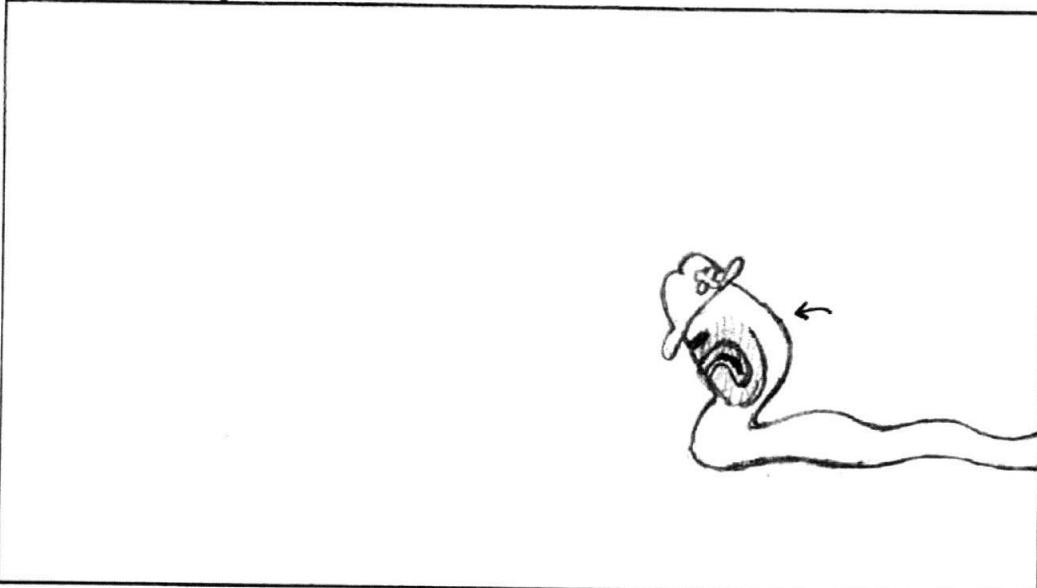
day night

Sc. 63 cont

Pnl. V

Bg.

day night



Dialog:

Action: INTO FINAL SETTLE.

FINAL POSE.

DEC 13 2013

Timing:

EPISODE #

Production :

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ADVENTURE TIME

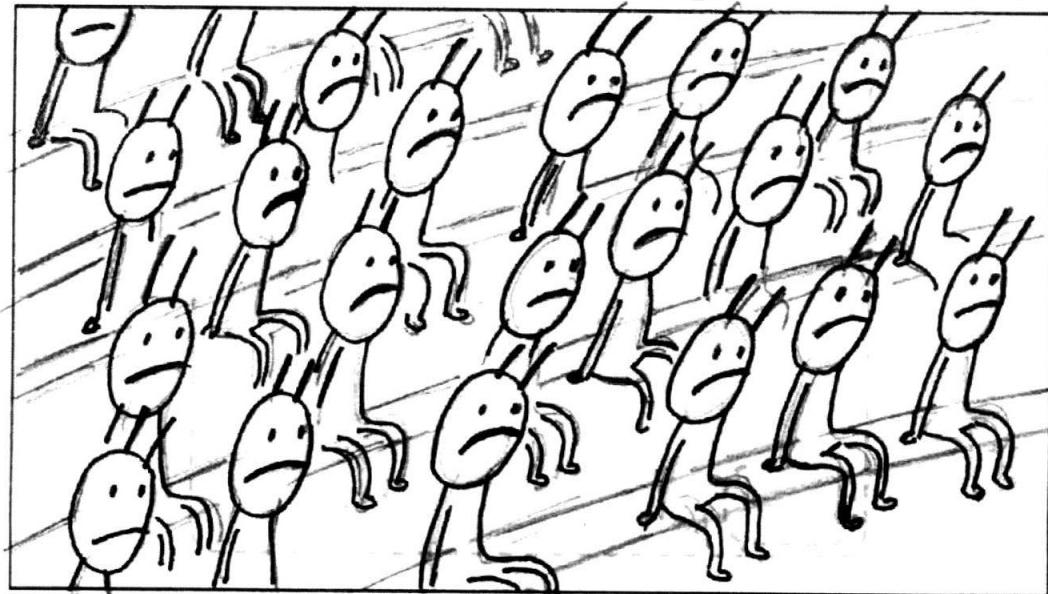


CUT
Sc. 65

Pnl. A

Bg.

day night

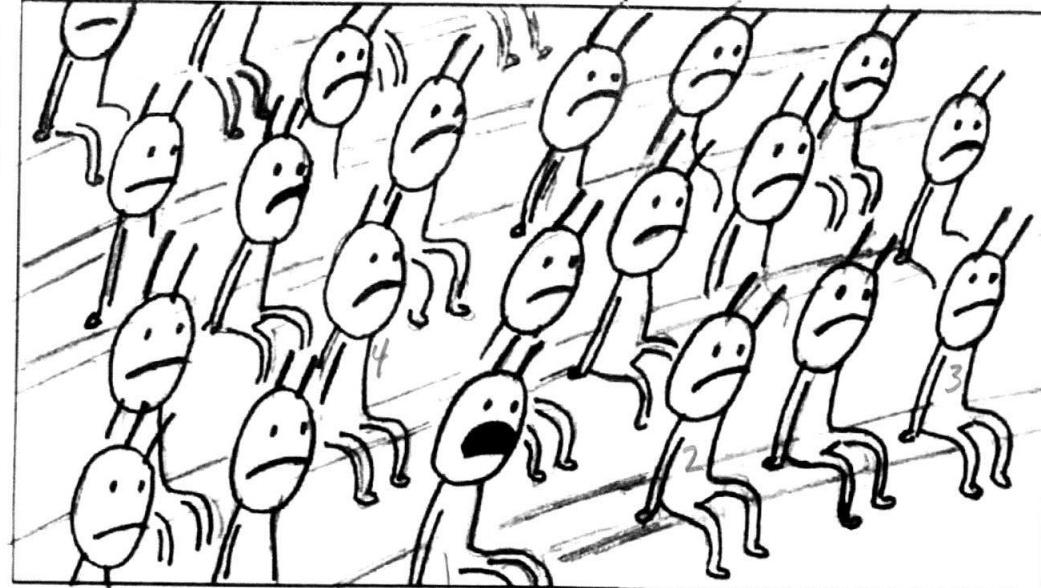


Sc. 65 *CONT*

Pnl. B

Bg.

day night



Dialog:

BUG No. 1 (CONTEMPTUOUSLY): HA HA HA!

#1

Action: CUT TO THE UNHAPPY AUDIENCE.

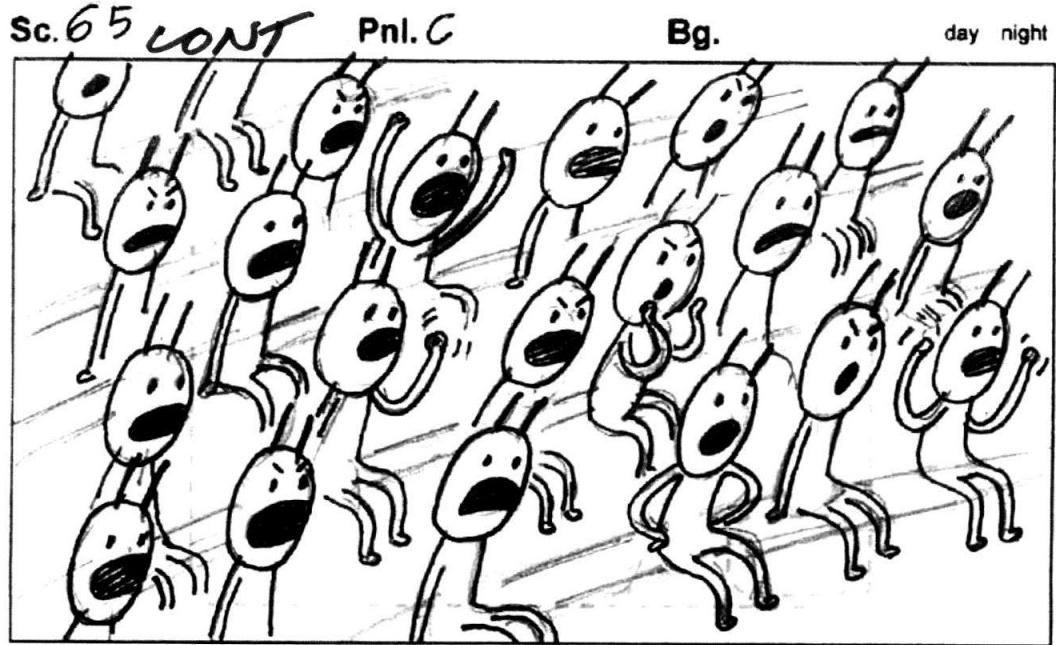
DEC 13 2012

Timing:

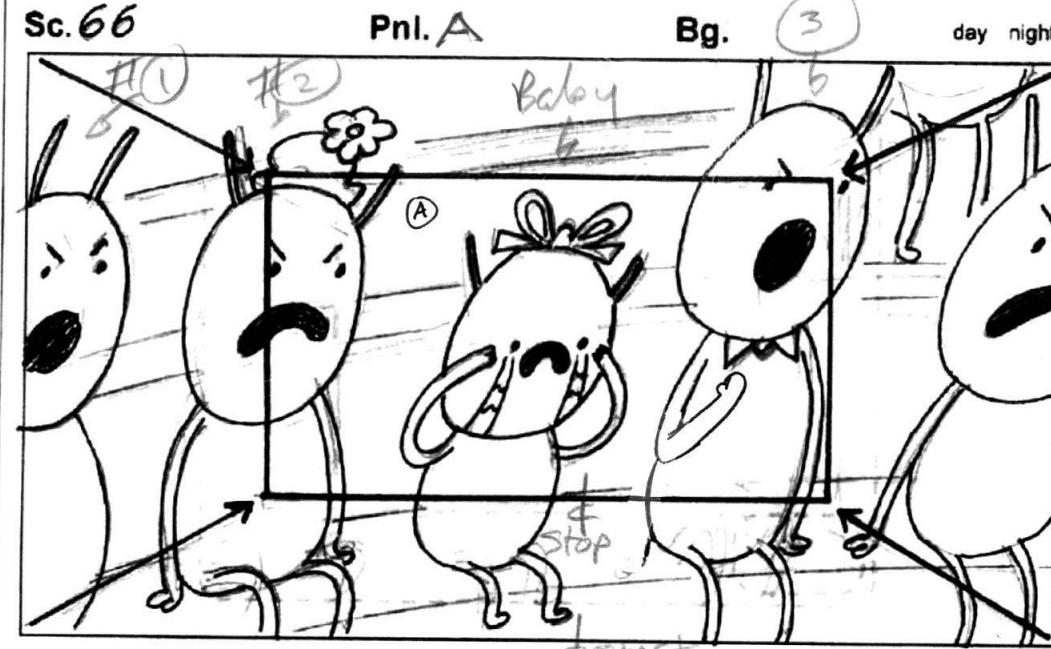
Production :

ADVENTURE TIME

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Cut



#4

Dialog:

AUDIENCE (ALL JOINING IN): Boo! SSSSS!
GET OUT OF IT! GET A JOB! YOU STINK!
REFUND! Poo NOSE!

Action:

Timing:

Audience Cont: AUDIENCE CONT: Boo! LOSER! WAKE UP!
PHOOEY! PTOOEY!

Production:

DEC 13 2013

Notes:

- CLOSER SHOT OF AUDIENCE.
- TRUCK IN ON BABY GIRL BUG, WHO HAS BEEN SCARED BY BLUE NOSE'S ACT (AND BY THE AUDIENCE'S REACTION).



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ADVENTURE TIME



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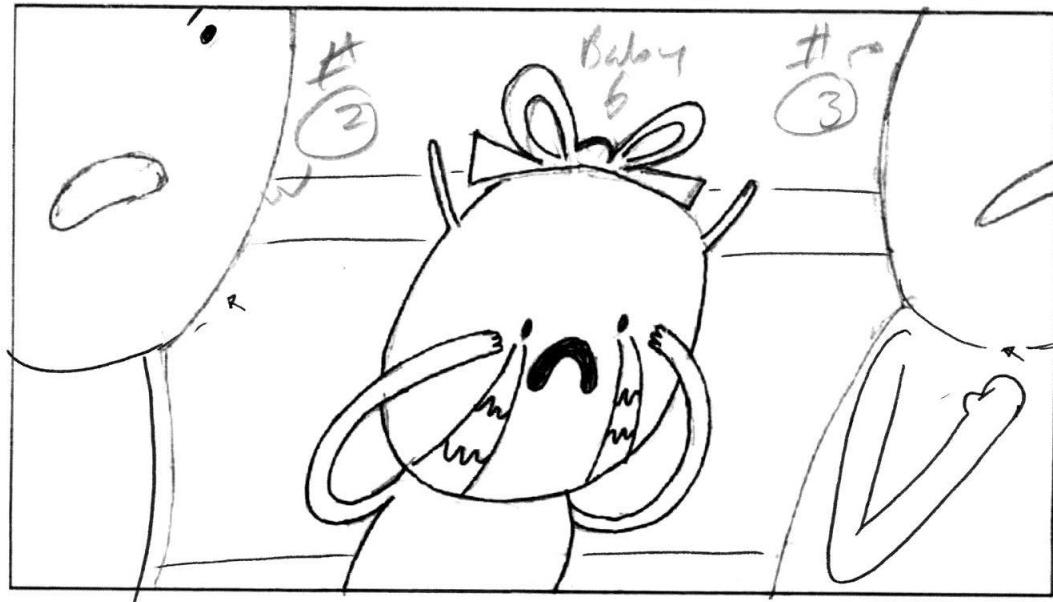
Page

Sc. 66 cont

Pnl. B

Bg.

day night



Sc. 66 cont

Pnl. C

Bg.

day night



EPISODE #

1025/162

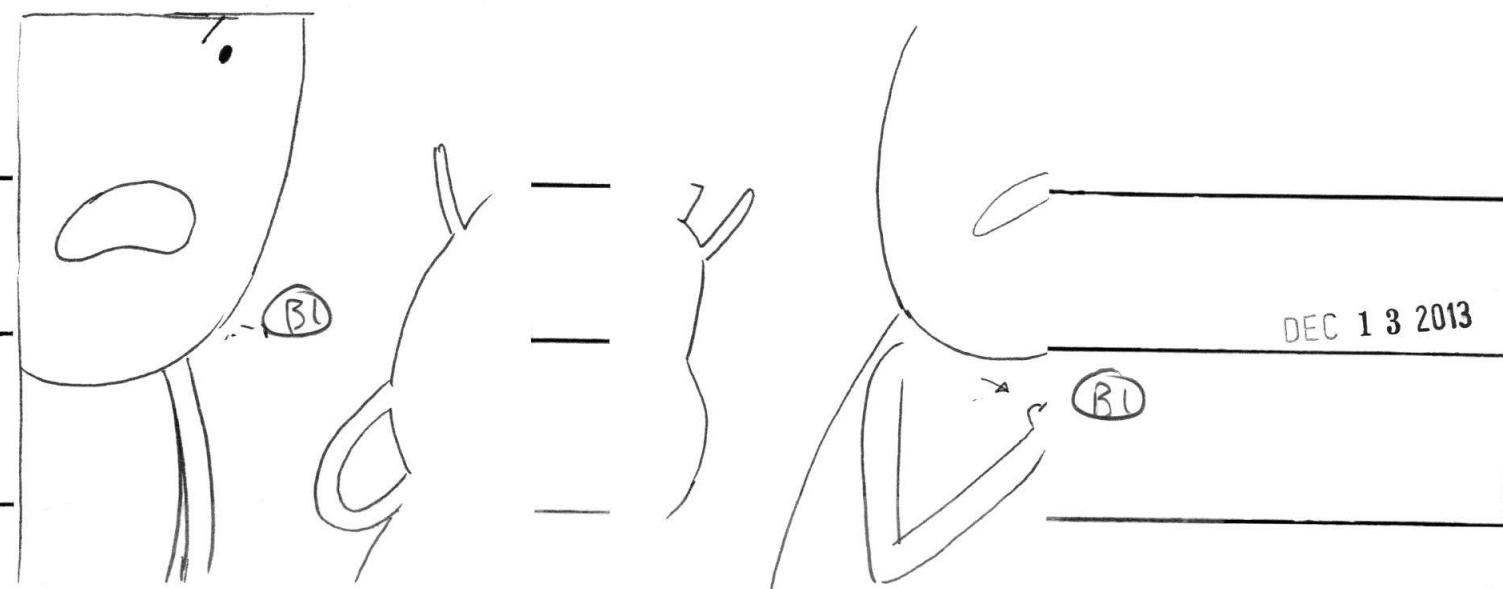
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Dialog:

SFX: * SNIFFLING *

Action:

Timing:



Production :

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ADVENTURE TIME

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Sc. 66 cont

Pnl. D

Bg.

day night



Sc. 67

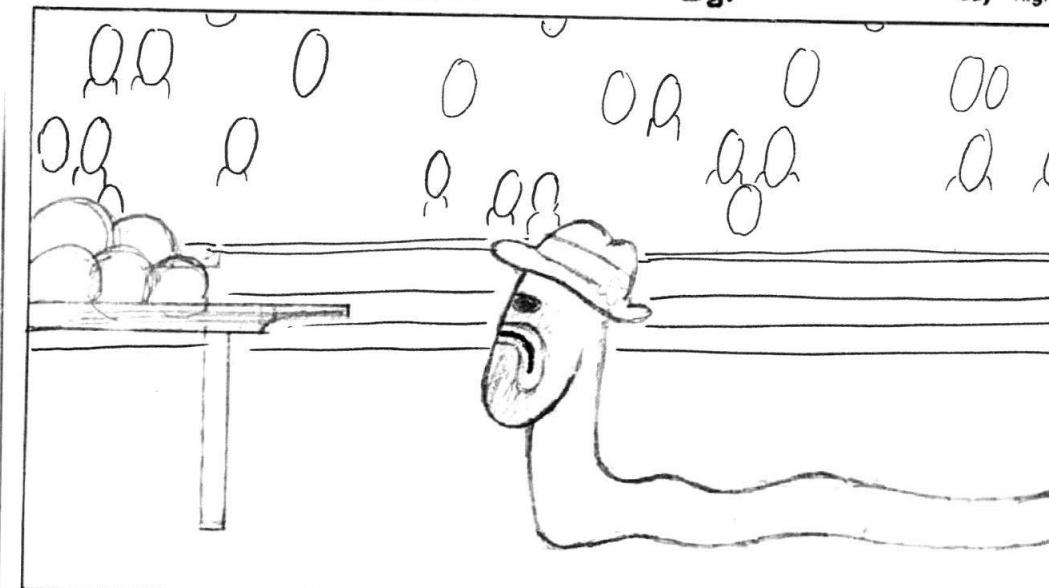
Pnl. A

Bg.

day night

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Page



Dialog:

Action:

CUT BACK TO BLUE NOSE.

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Timing:

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ADVENTURE TIME



Sc. 67 cont

Pnl. B

Bg.

day night

Sc. 67 cont

Pnl. C

Bg.

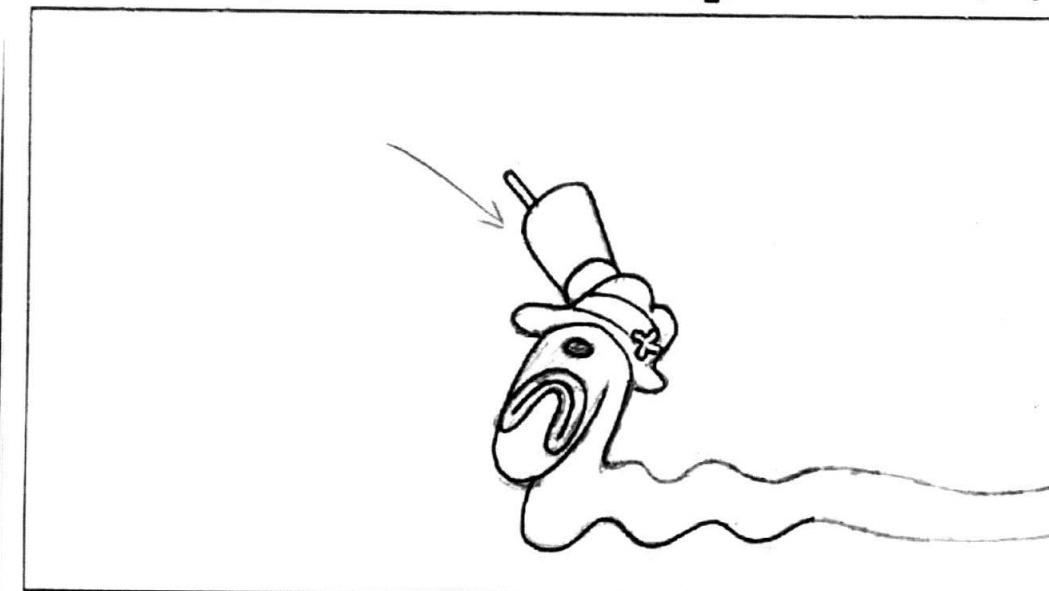
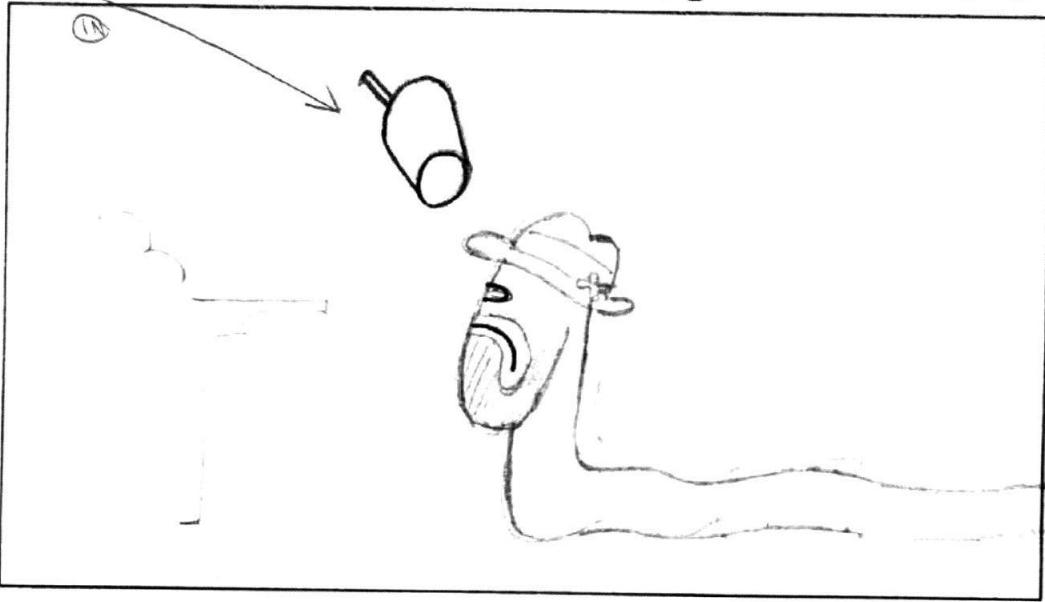
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Page _____

day night

EPISODE #

Production :

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Dialog:

Action: A LARGE PAPER CUP FLIES IN.

DEC 13 2013

Timing:

1025/162

ADVENTURE TIME



Page 182

Sc. 67 CONT Pnl. D

Bg.

day night

Sc. 67 CONT

Pnl. E

Bg.

day night

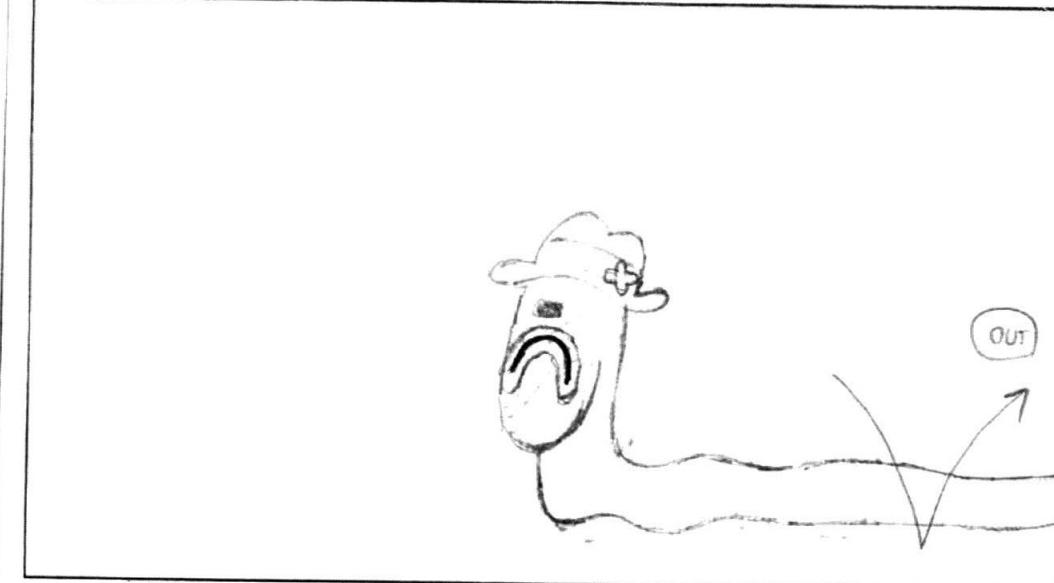
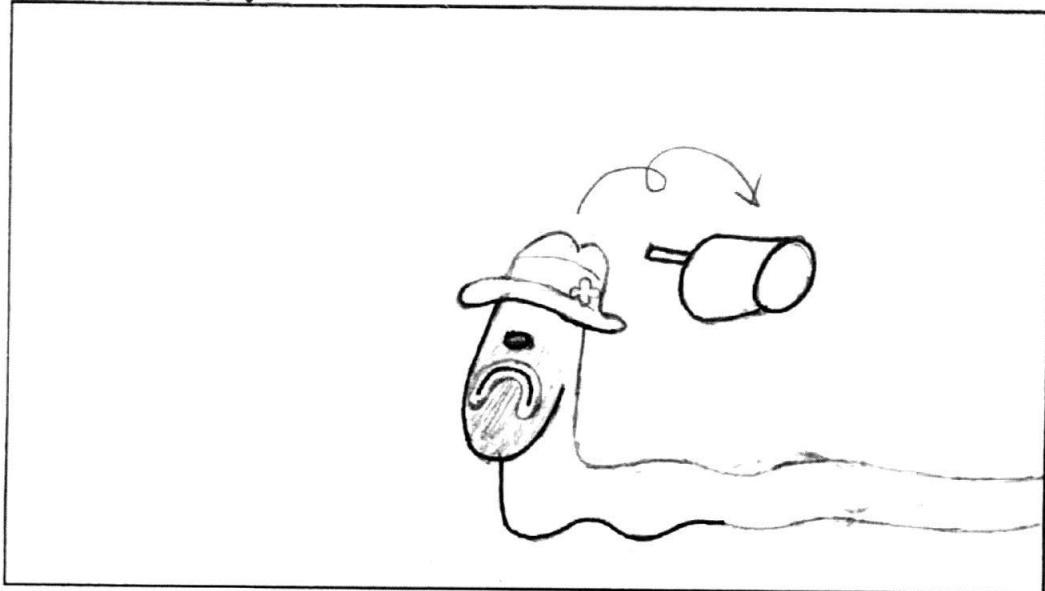
EPISODE #

Production :

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Dialog:

Action:

- CUP BOUNCES OFF S

DEC 13 2013

Timing:

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ADVENTURE TIME



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Sc. 67 cont

Pnl. F

Bg.

day night



Sc. 67 cont

Pnl.

G

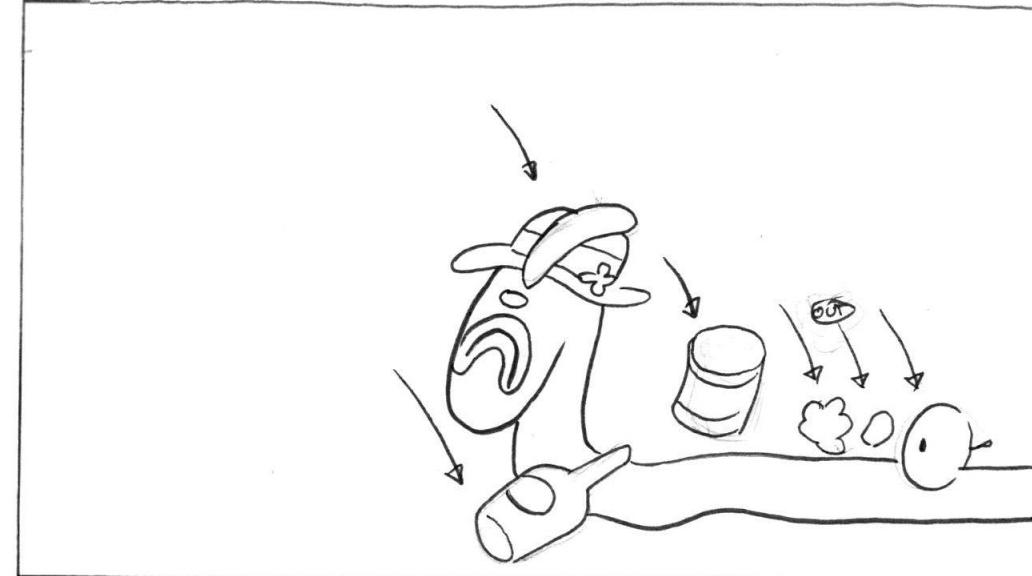
Bg.

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day night

183A NEXT



Dialog:

AUDIENCE: BOOOOO!

Action: A WAVE OF GARBAGE FLIES THROUGH THE SCENE.

DEC 13 2013

Timing:

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Production :

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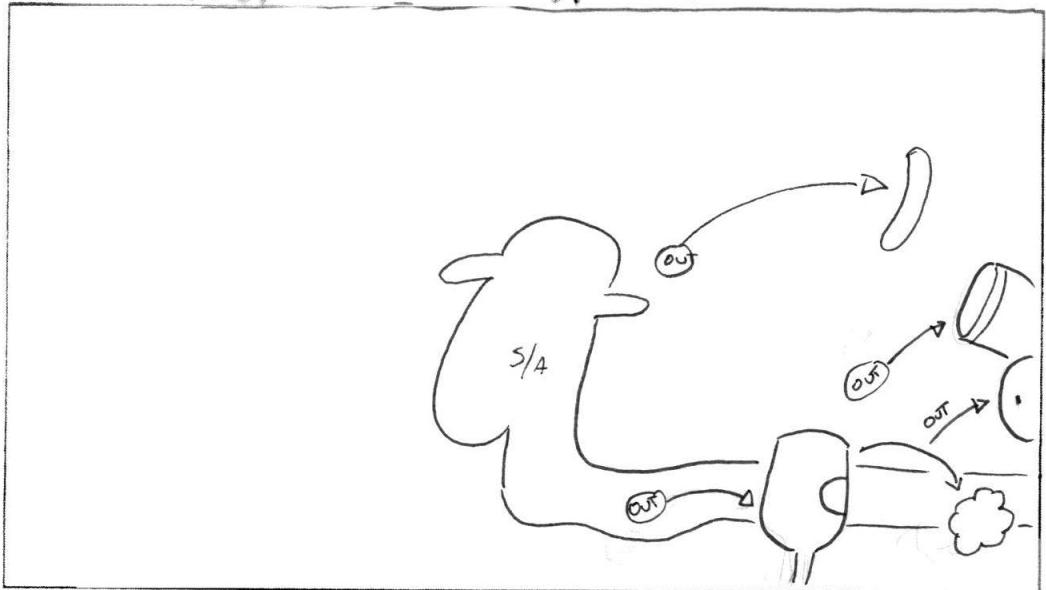
1025/162

ADVENTURE TIME



Sc. 67 CONT Pnl. H Bg.

day night

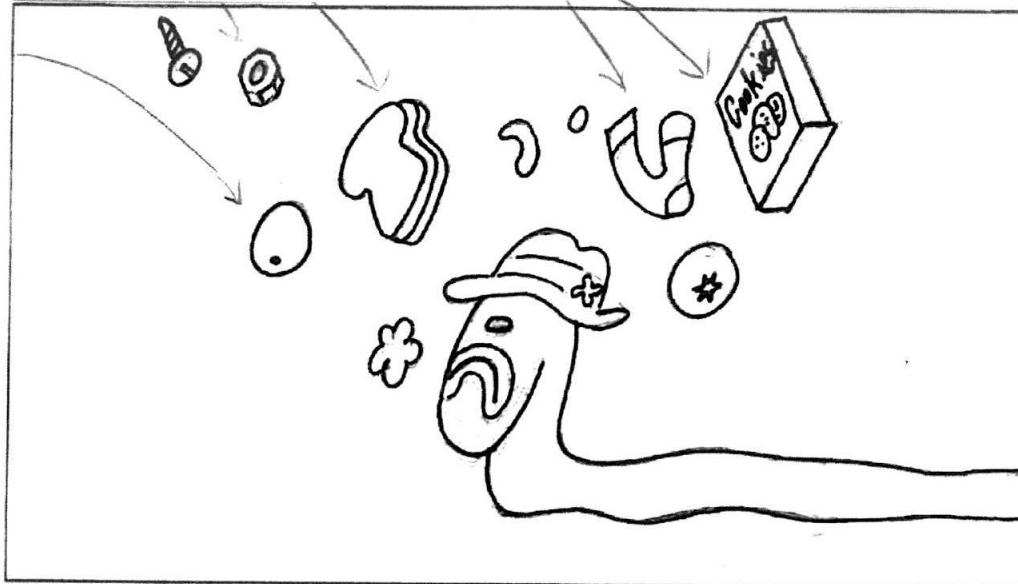


Sc. 67 CONT

Pnl.

I Bg.

Page 183A
day night
1025 NEXT



Dialog:

Action:

ANOTHER WAVE OF GARBAGE FLEES THROUGH

Timing:

DEC 13 2013

EPISODE #

Production:

ADVENTURE TIME

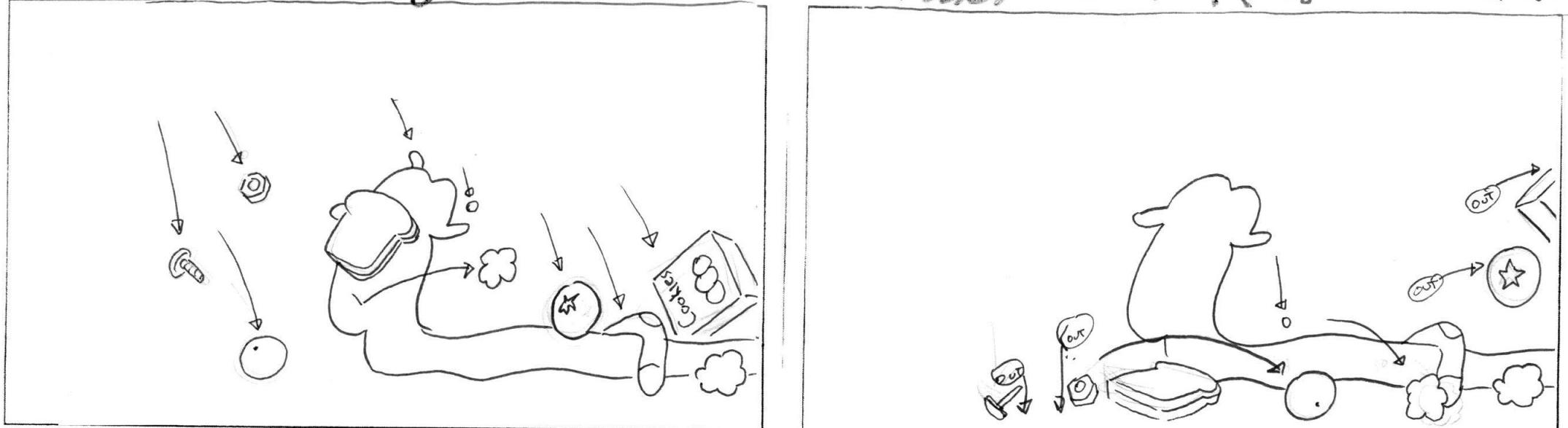


Sc. 67 cont Pnl. 1 : D Bg.

day night

Sc. 67 cont Pnl. 1 : K Bg.

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day 184 NEXT



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1025/162

Dialog:	
Action:	
Timing:	DEC 13 2013

Production

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ADVENTURE TIME



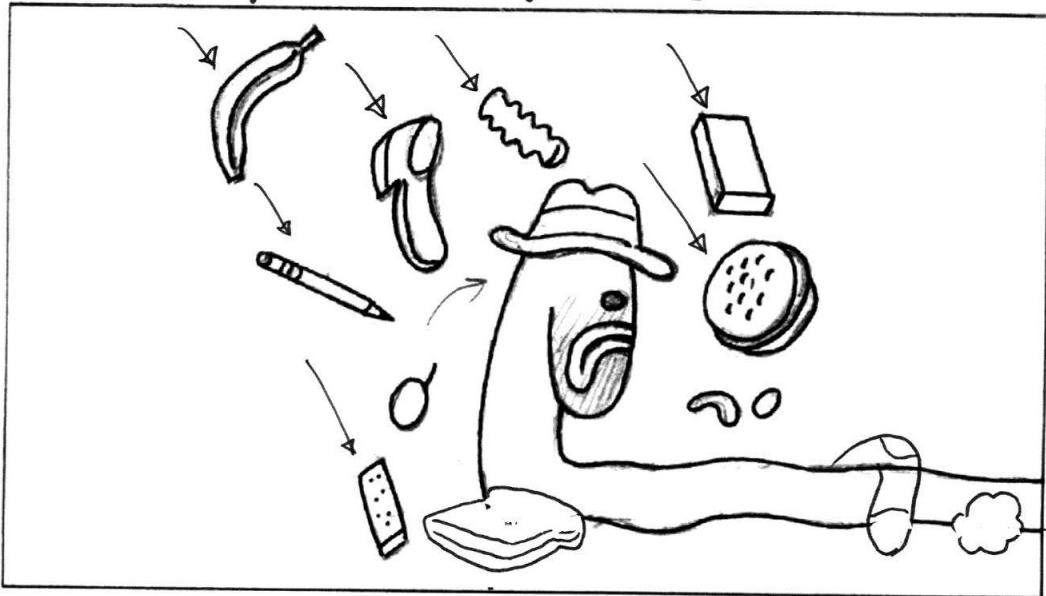
Sc. 67 cont

Pnl.

L

Bg.

day night



Sc. 67 cont

Pnl.

M

Bg.

Page:

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day night

TO FA NEXT



Dialog:

Action:
3RD WAVE OF GARBAGE.
BLUE NOSE TURNS.

Timing:

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ADVENTURE TIME



Sc. 67 cont

Pnl.

N

Bg.

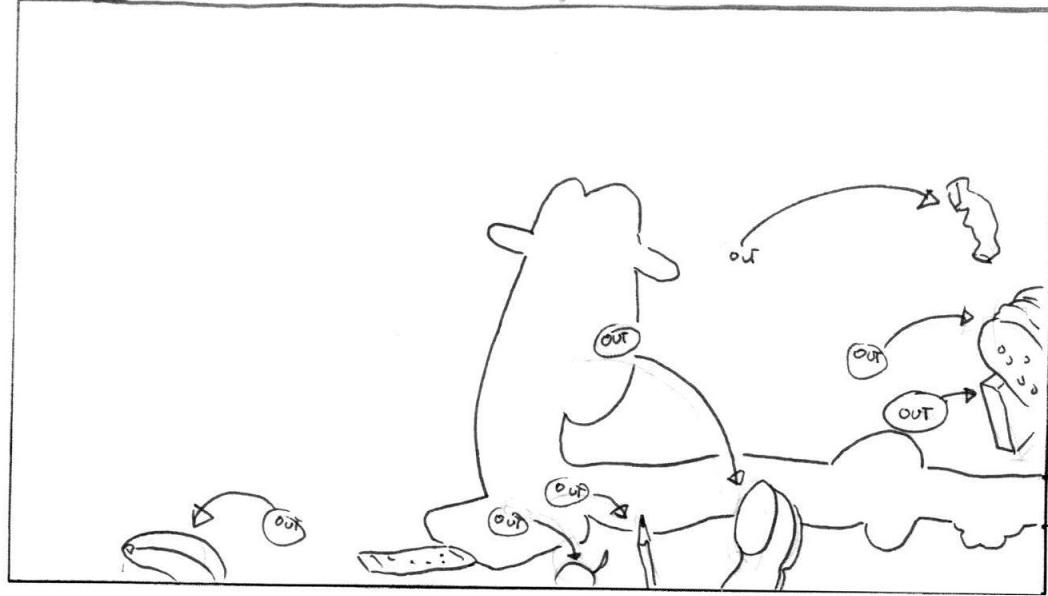
day night

Page

184A

day night

1840NEXT



Sc. 67 cont

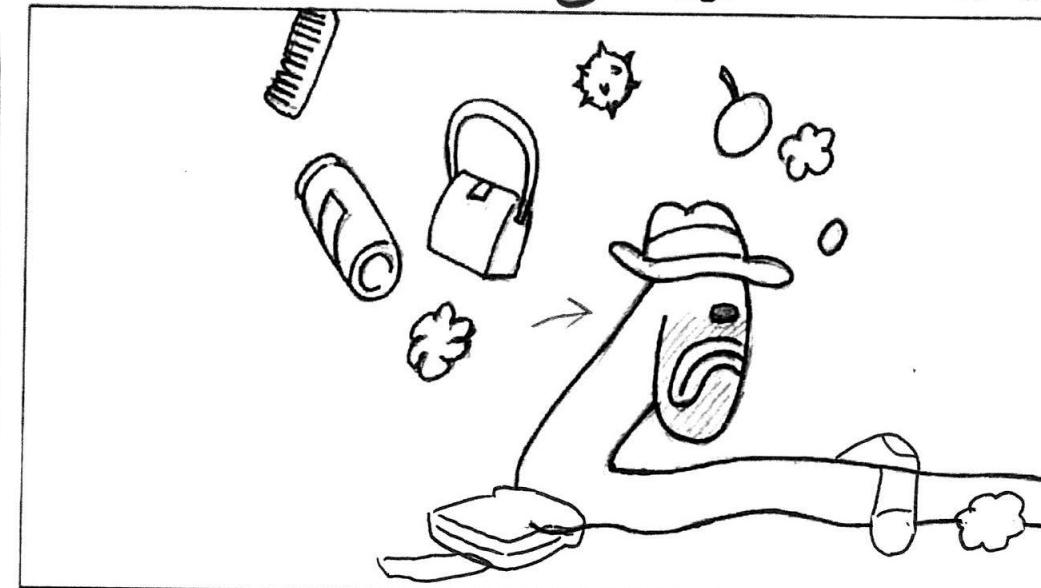
Pnl.

O

Bg.

Page

day night



Dialog:

Action:

4TH WAVE OF GARBAGE.
BLUE NOSE BEGINS A RETREAT.

Timing:

DEC 13 2013

EPISODE #

Production

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ADVENTURE TIME



Sc. 67 cont Pnl. -

Bg.

day night

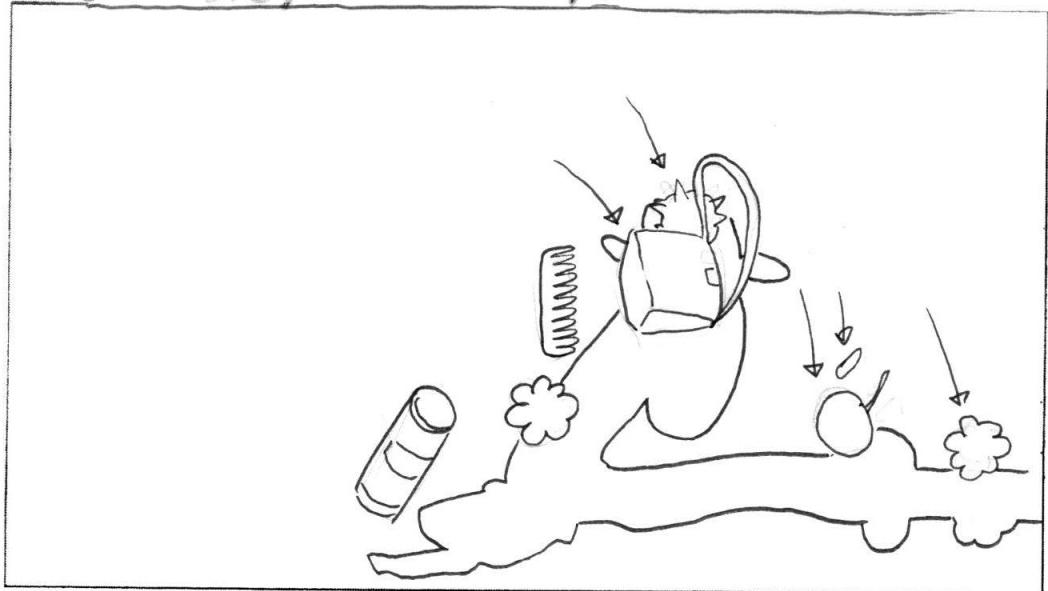
Sc. 67 cont

Pnl -

Q

Bg.

Page 184.B
day night
Sc. 68 next



Dialog:

Action:

Timing:

DEC 13 2013

Production:

1025/162

ADVENTURE TIME



Sc. 67 cont Pnl. R Bg.

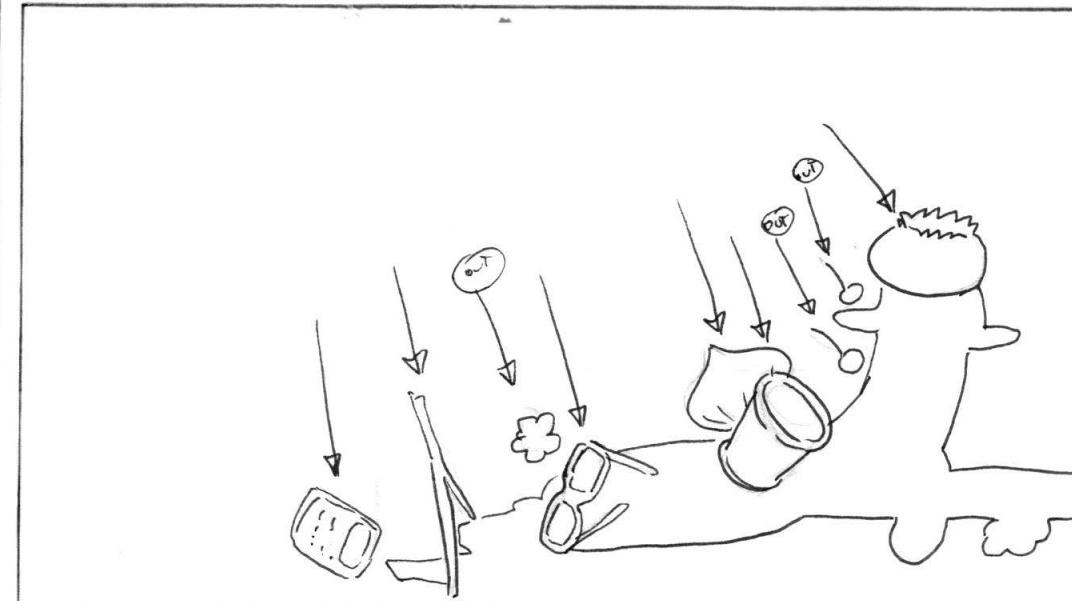
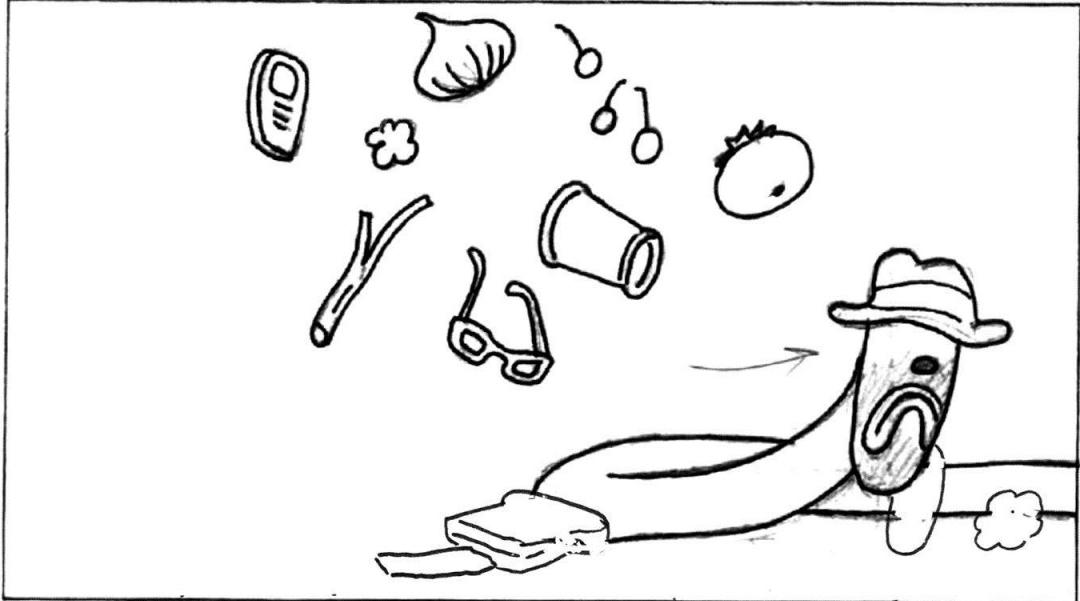
day night

Sc. 67 cont

Pnl.

S Bg.

Page 185
185 ANEXT
day night



EPISODE #

1025/162

Dialog:

Action: 5TH WAVE.
BLUE NOSE RETREATS.

Timing:

DEC 13 2013

Production :

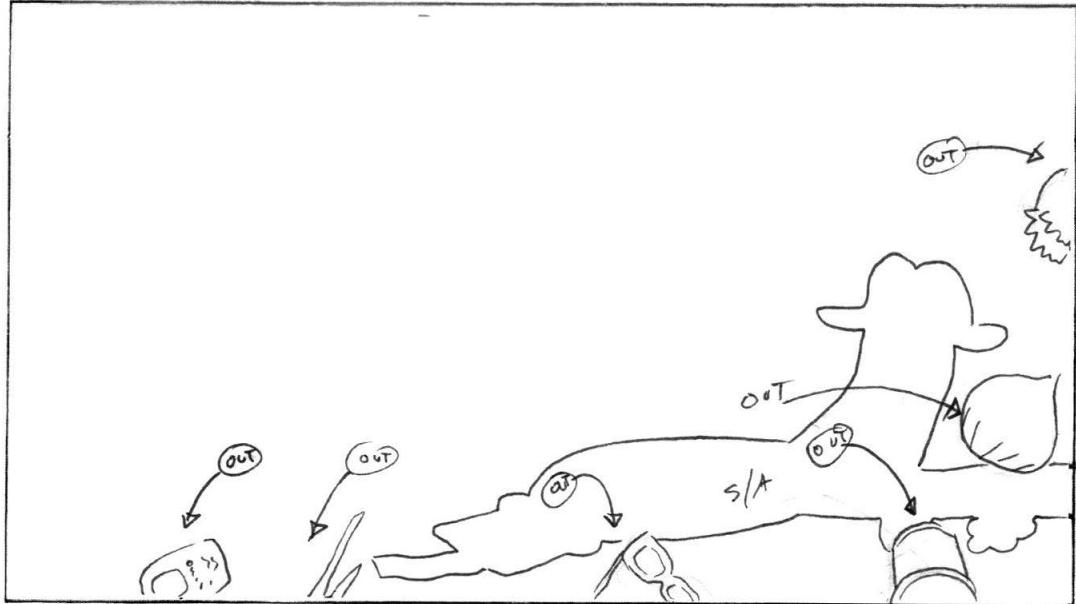
1025/162

ADVENTURE TIME



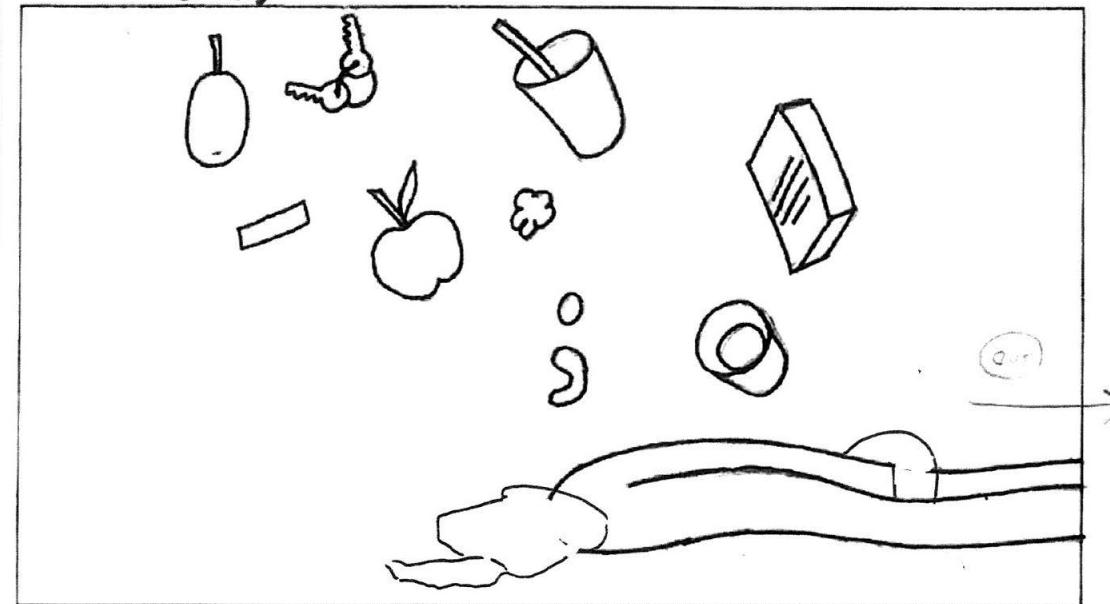
Sc. 67 cont Pnl. T Bg.

day night



Sc. 67 cont Pnl. U Bg.

Page 185A
105B NEXT
day night



Dialog:

6TH WAVE.
BLUE NOSE FACE IS O.S.

Action:

Timing:

DEC 13 2013

EPISODE #

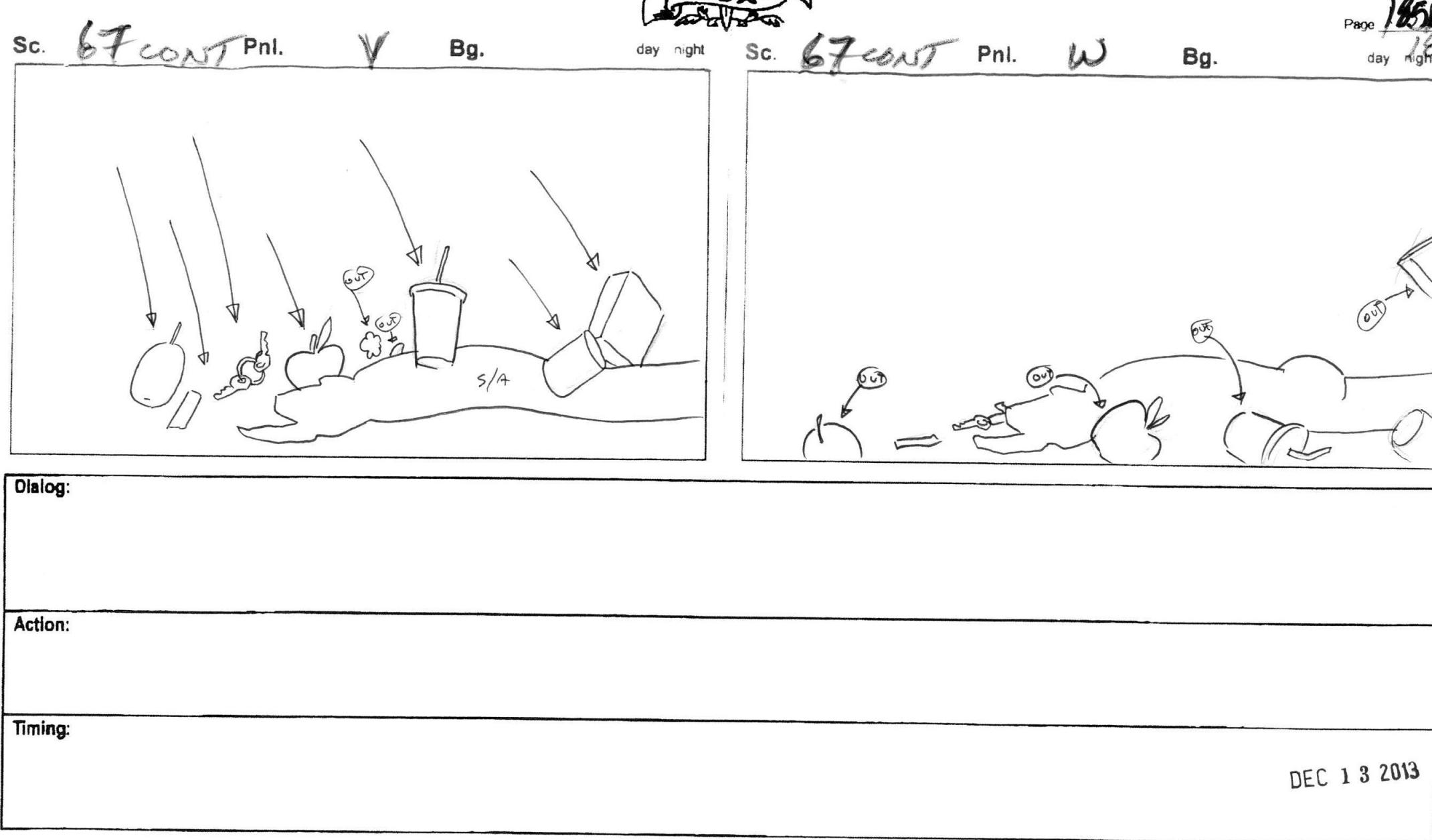
Production :

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ADVENTURE TIME



ADVENTURE TIME



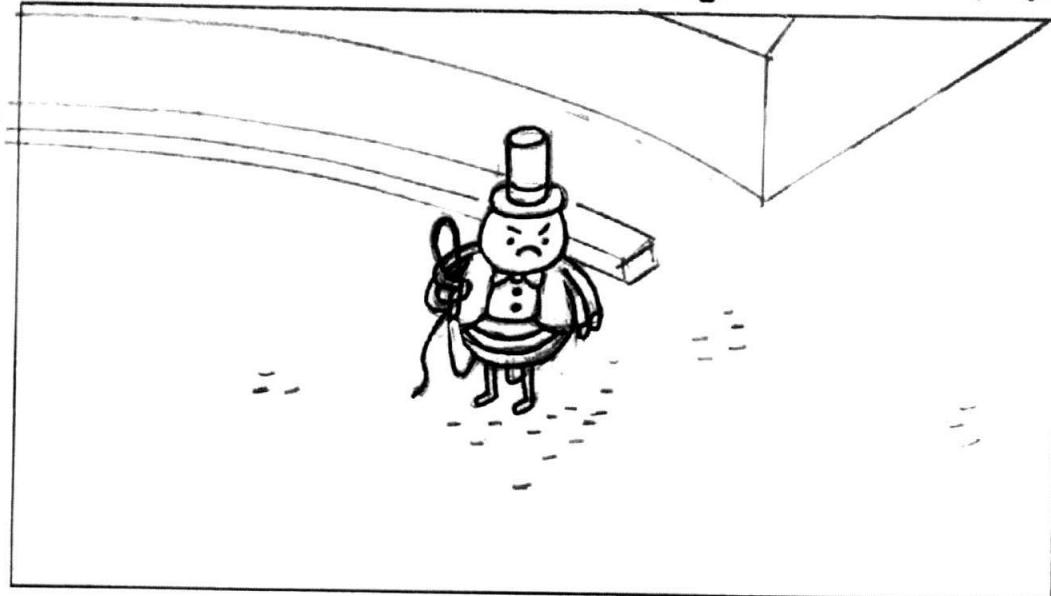
Cat
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Sc. 68

Pnl. A

Bg.

day night

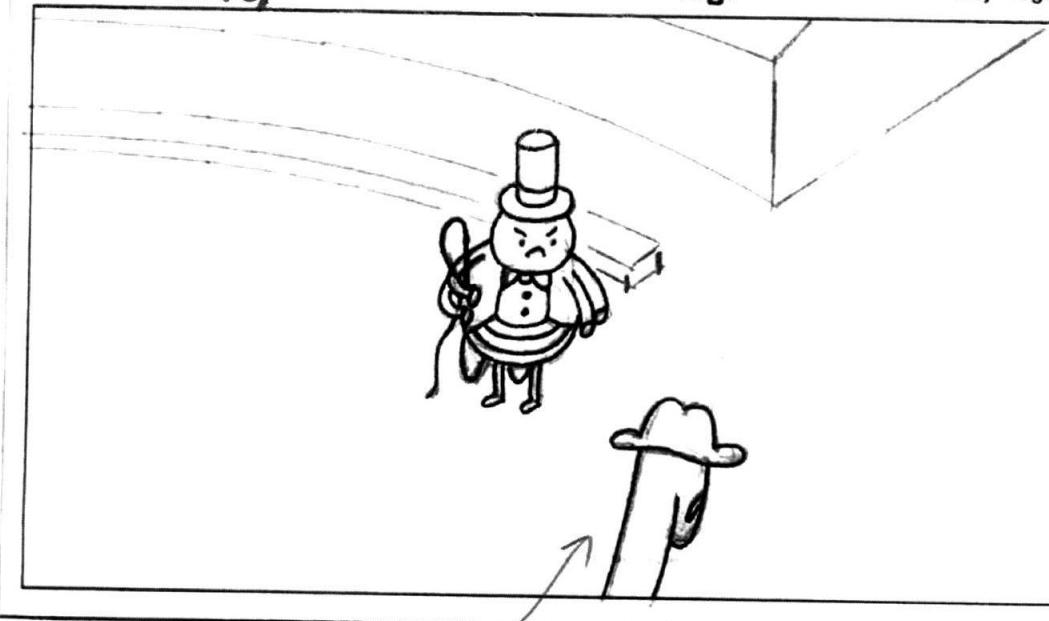


Sc. 68 cont

Pnl. B

Bg.

day night



Dialog:

Action: WIDE ON ANGRY RINGMASTER.

BLUE NOSE COMES INTO VIEW.

Timing:

DEC 13 2013

Production :

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Page _____

day night

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ADVENTURE TIME



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Page _____

day night

Sc. 68 cont

Pnl. C

Bg.

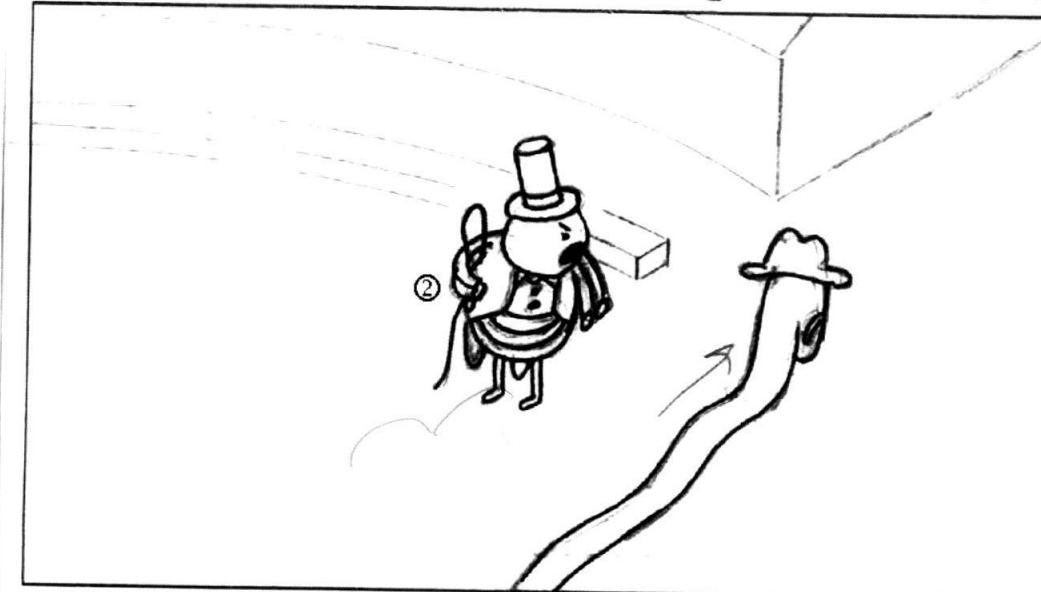
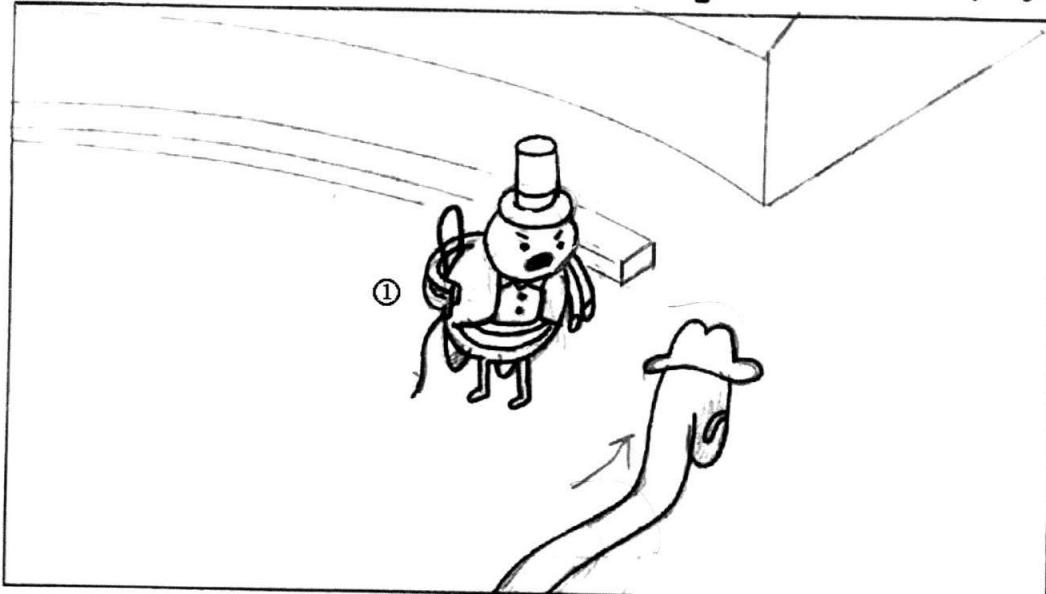
day night

Sc. 68 cont

Pnl. D

Bg.

day night



Dialog: RINGMASTER: TOO MUCH ARTSY, NOT ENOUGH FARTSY.

RINGMASTER: WE'VE TALKED ABOUT THIS, CLOWN.

Action: BLUE NOSE CONTINUES THROUGH (TO EXIT).

Timing:

DEC 13 2013



ADVENTURE TIME

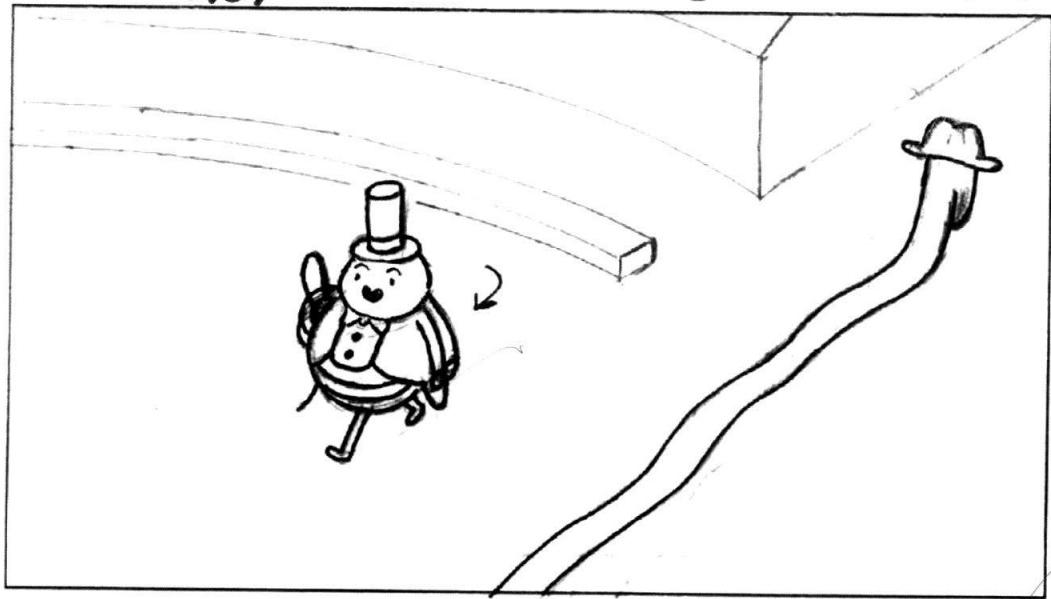


Sc. 68 cont

Pnl. E

Bg.

day night

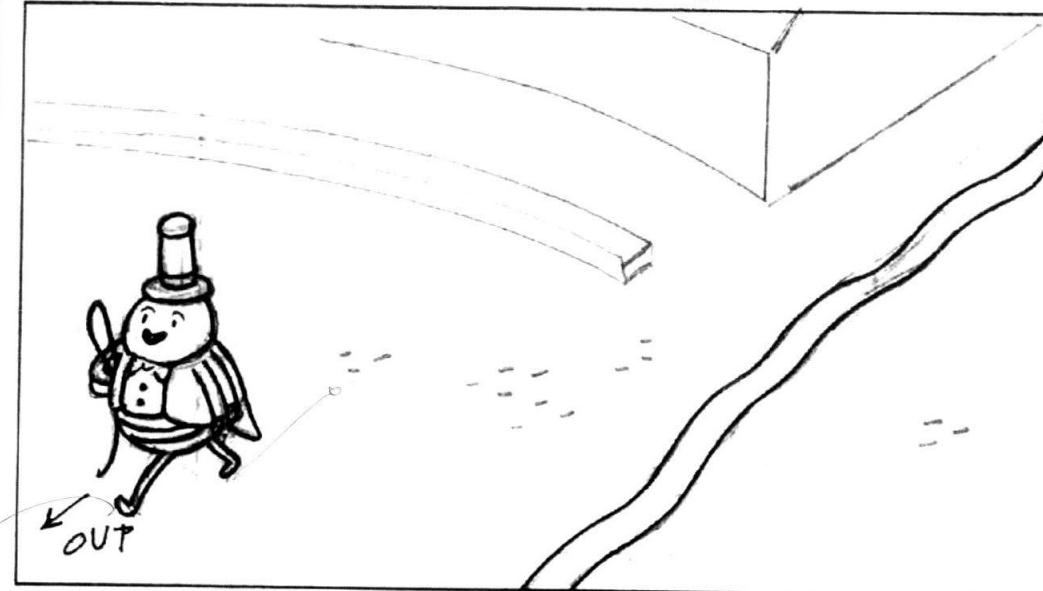


Sc. 68 cont

Pnl. F

Bg.

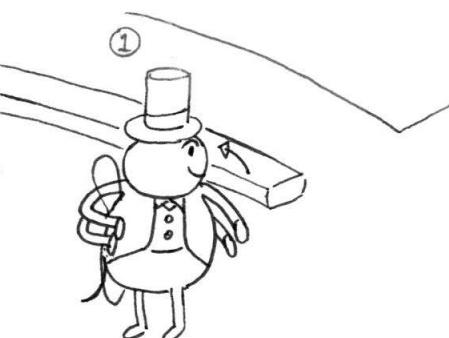
day night



Dialog:

Action: - RINGMASTER TURNS, TO EXIT SCREEN LEFT,
WHILE BLUE NOSE EXITS SCREEN RIGHT.

Timing:



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CUT

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1025/162

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EPISODE #

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day night



ADVENTURE TIME

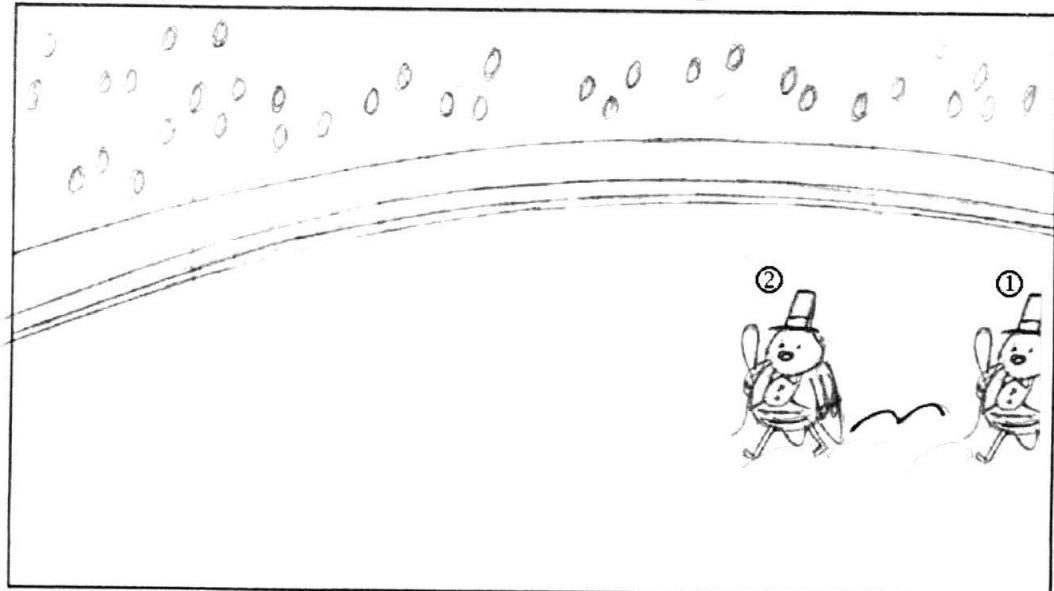
CUT

Sc. 69

Pnl. A

Bg.

day night

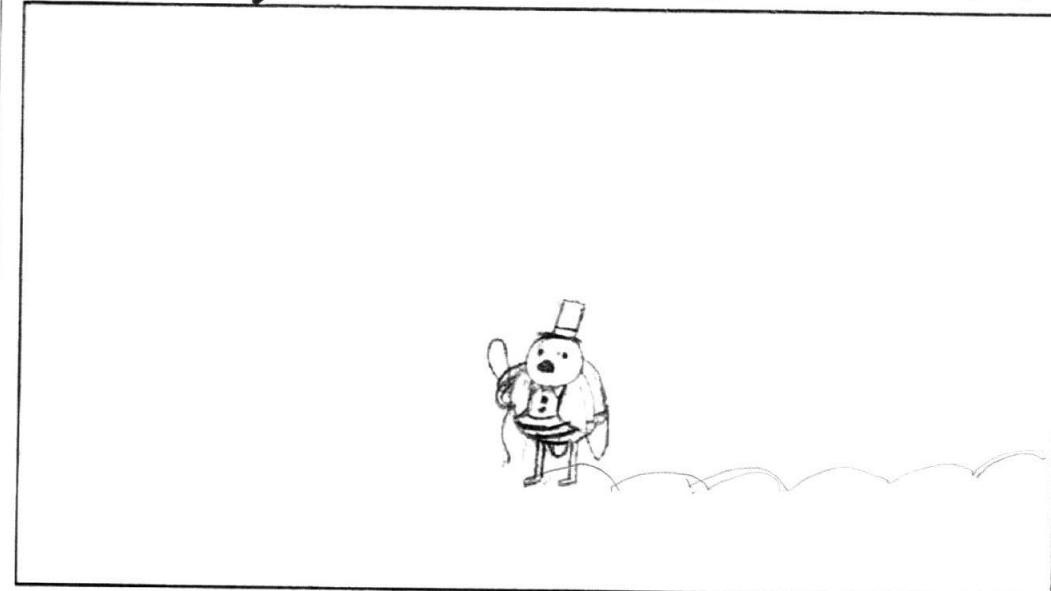


Sc. 69 cont

Pnl. B

Bg.

day night



Dialog:

RINGMASTER: HA HA! WASN'T THAT
SOMETHING ...

RINGMASTER: LADIES AND GENTLEMEN, BOYS ...

Action: WIDE ON RINGMASTER WALKING TO THE
CENTER OF THE RING.

RINGMASTER STOPS.

Timing:

DEC 13 2013

ADVENTURE TIME

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Sc. 69 cont

Pnl. C

Bg.

day night

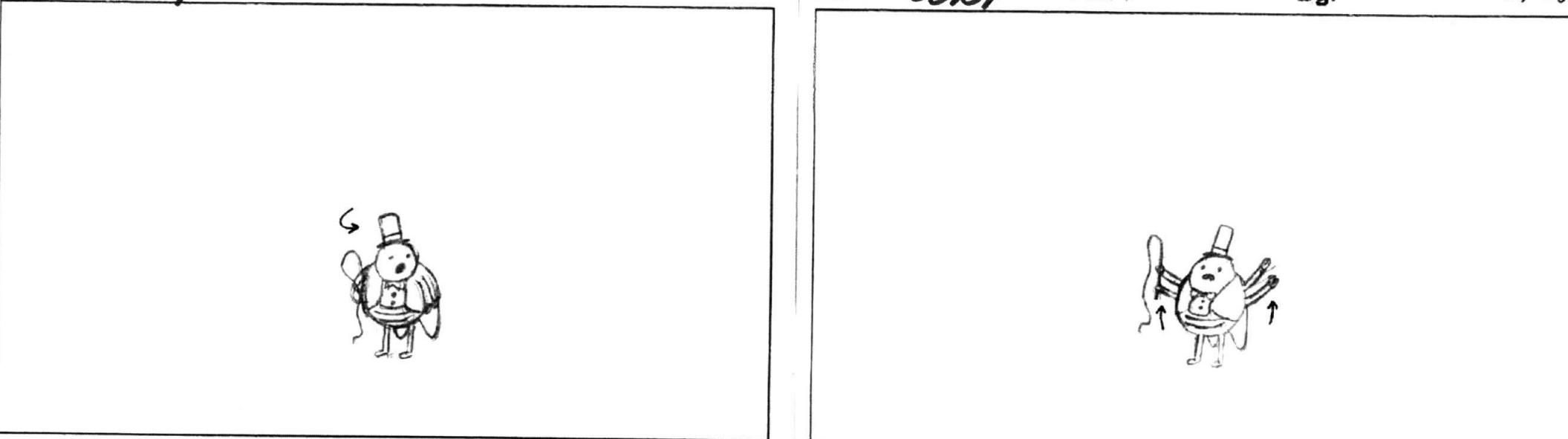
Sc. 69 cont

Pnl. D

Bg.

day night

Page 190



1025/162

Dialog: RINGMASTER: ... AND GIRLS, YOU'RE
PERFECTLY SAFE,

RINGMASTER: BUT AT THIS TIME I'D LIKE TO ASK

Action:

Timing:

DEC 13 2013

EPISODE # :
Production :

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1025/162

ADVENTURE TIME

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Sc. 69 *CONT*

Pnl. E

Bg.

day night



Page 191

Sc. 69 *CONT*

Pnl. F

Bg.

day night



Dialog: RINGMASTER : ANYONE WITH A MEDICAL CONDITION

RINGMASTER : to please leave the premises at once.

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

ADVENTURE TIME

Sc. 69 *CONT*

Pnl. G

Bg.



day night

NO
SC
70

Page 192

day night

Cat

Sc. 69 *CONT*

Pnl. H

Bg.

EPISODE #

1025/162



Dialog: RINGMASTER: WHAT YOU'RE ABOUT TO WITNESS

RINGMASTER: WITH YOUR OWN EYES

Action:

Timing:

DEC 13 2013

Production :

1025/162

ADVENTURE TIME



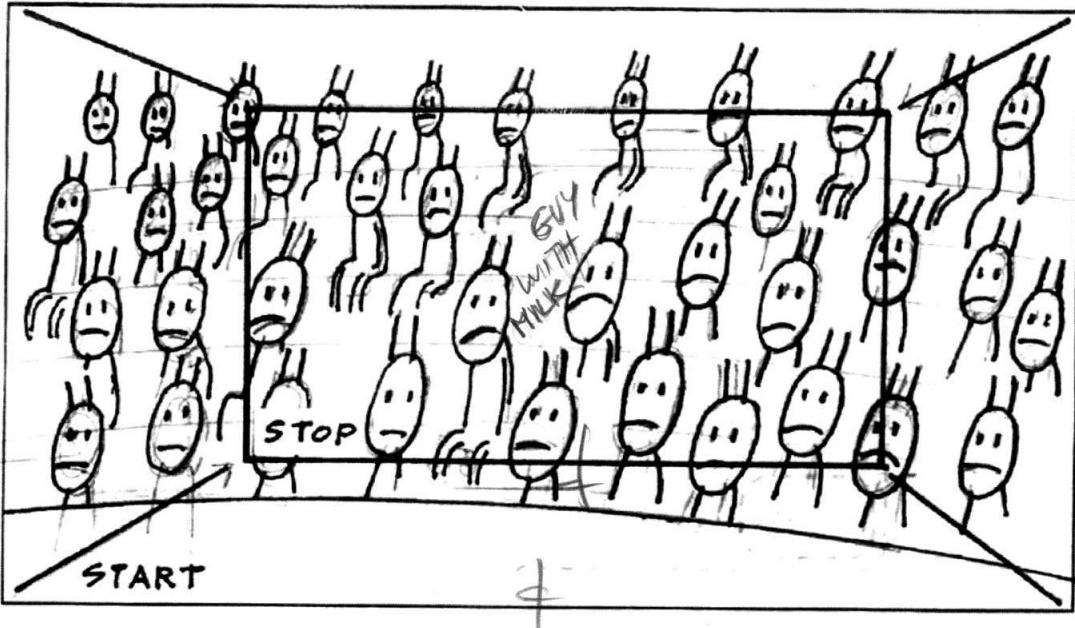
Page 193

CUT
Sc. 71

Pnl. A

Bg.

day night

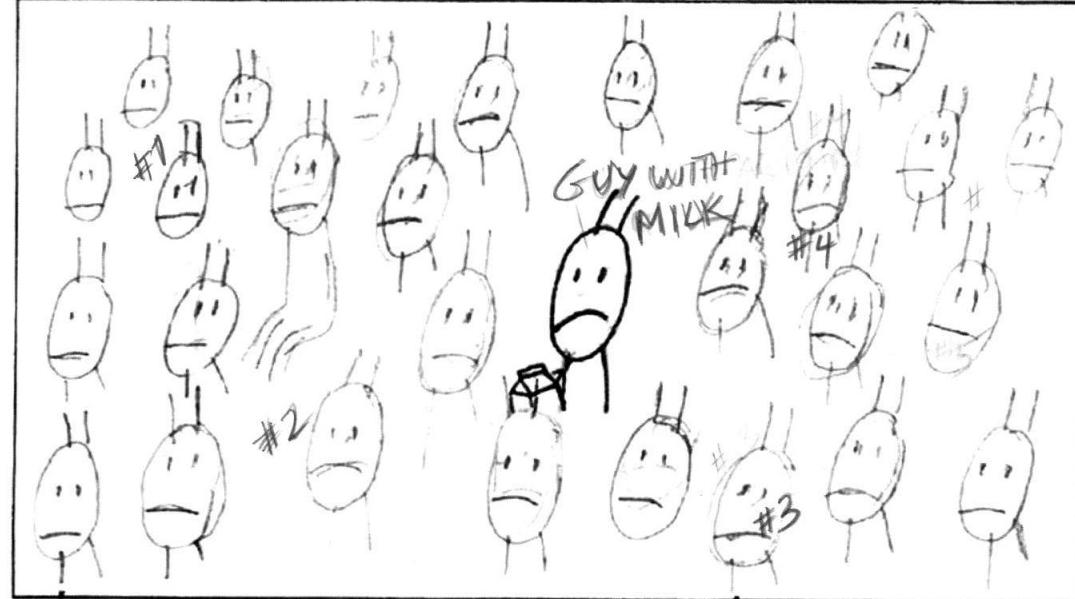


Sc. 71 *CONT*

Pnl. B

Bg.

day night



Dialog:
RINGMASTER: MAY SHOCK AND ASTOUND YOU
 (O.S.)

RINGMASTER: TO YOUR VERY CORE.
 (O.S.)

Action:
 - START WIDE ON AUDIENCE.
 - TRUCK IN

Timing:

DEC 13 2013

ADVENTURE TIME



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day night

Cut

Sc. 71 ~~CONT~~

Pnl. C

Bg.

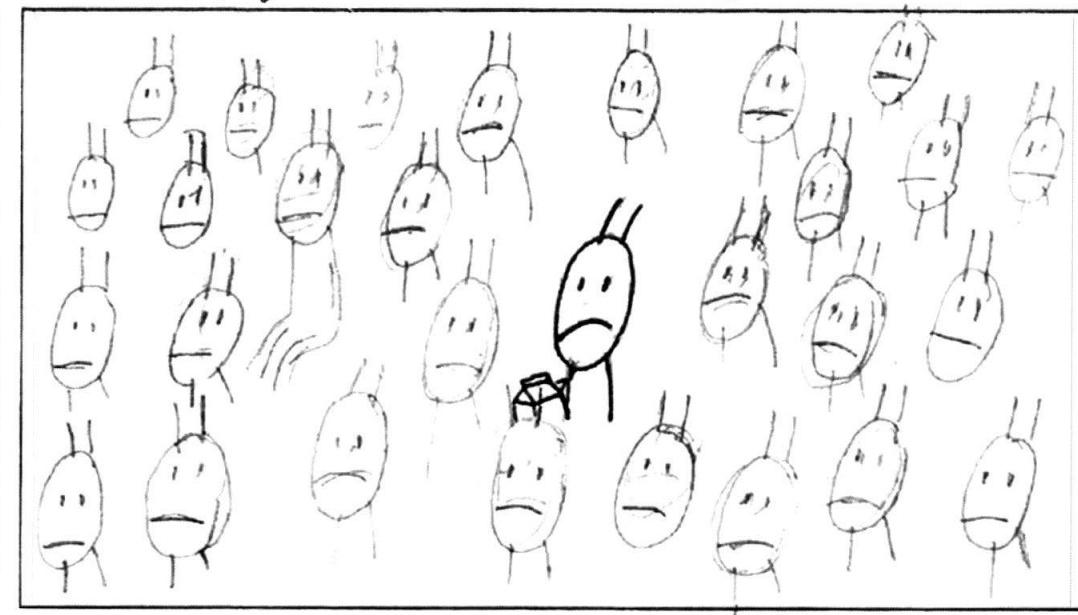
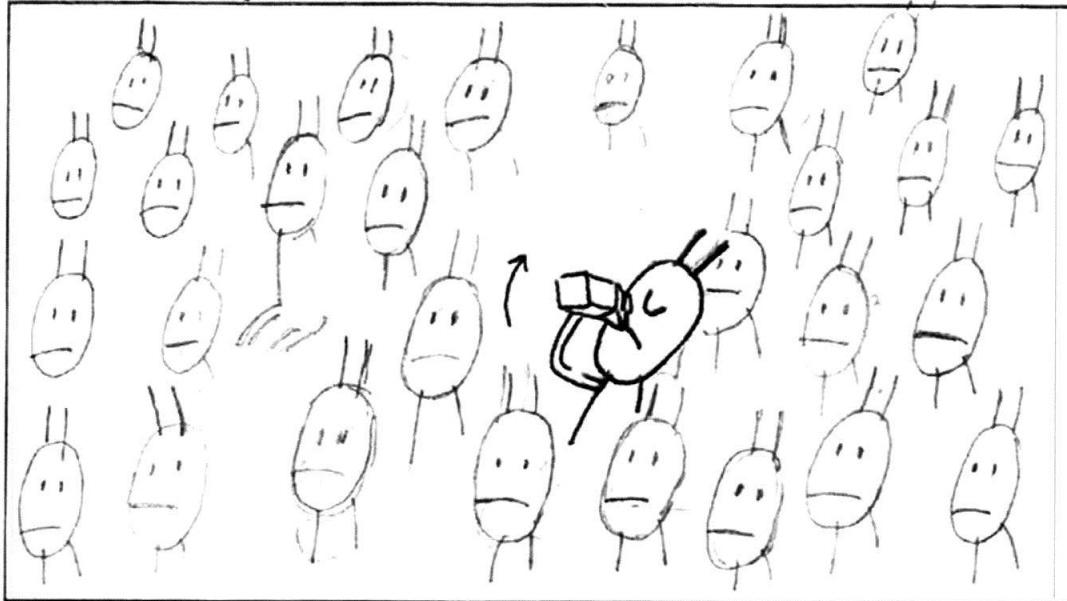
day night

Sc. 71 ~~CONT~~

Pnl. D

Bg.

day night



Dialog:

SFX: GULP!

Action:

- CROWD MEMBER TAKES
A DRINK OF BUG MILK

Timing:

DEC 13 2013

Production :

EPISODE #

1025/162

ADVENTURE TIME

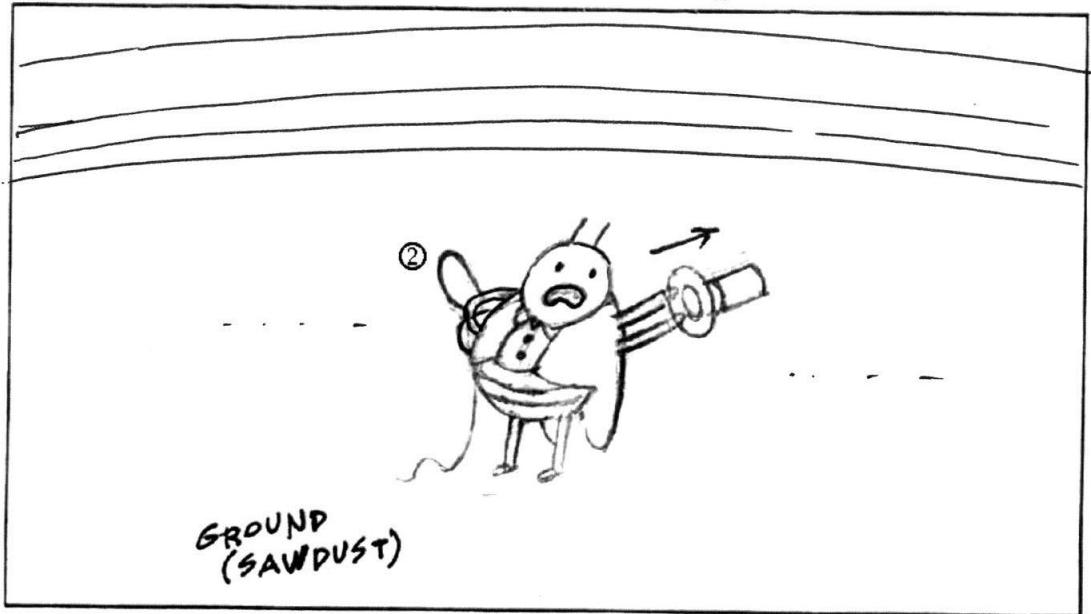
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Sc. 72

Pnl. A

Bg.

day night



Dialog: RINGMASTER: TONIGHT I GIVE YOU THE WILDEST,

Action: ANOTHER SHOT OF RINGMASTER (CLOSER THAN SC. 69)

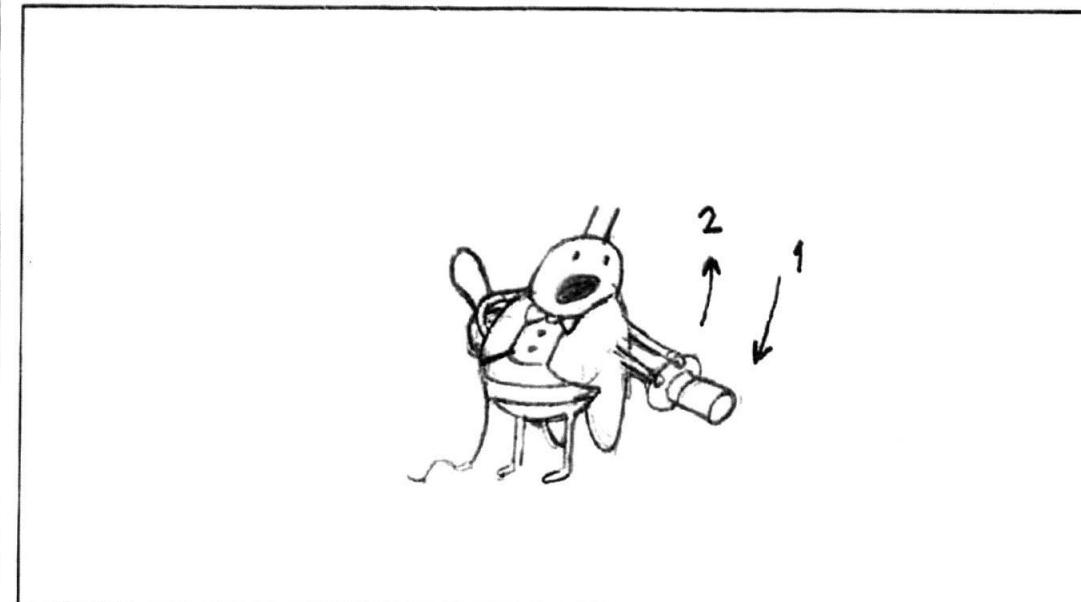
Timing:

Sc. 72 cont

Pnl. B

Bg.

day night



RINGMASTER: MOST DANGEROUS
1 2

- RINGMASTER HITS DIALOG ACCENTS w/ HAT.



DEC 13 2013

Production:

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1025/162

Page 195

day night

1025/162

ADVENTURE TIME

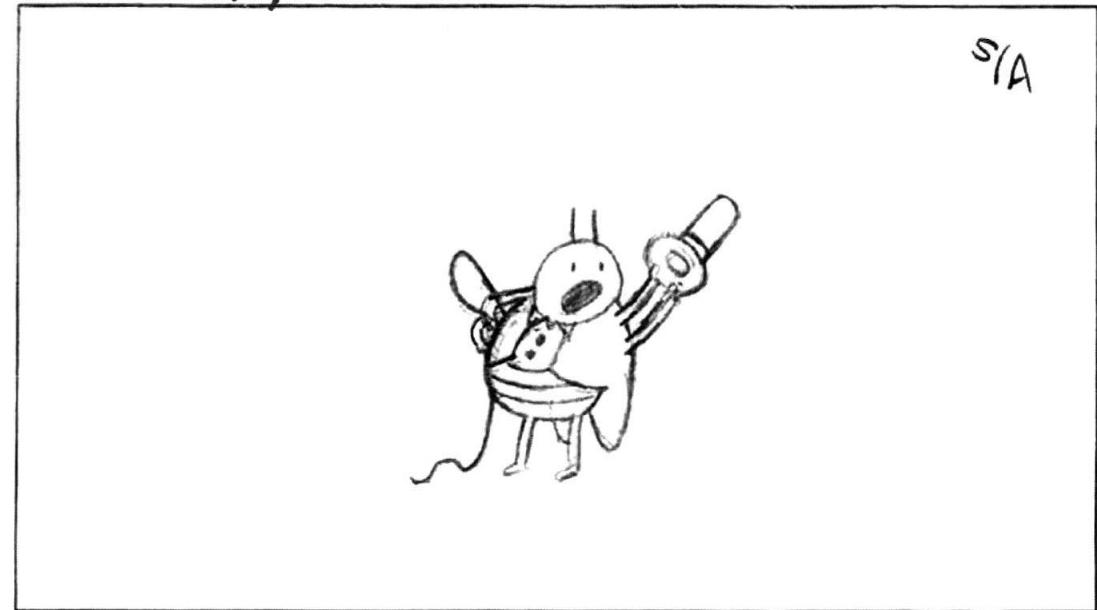


196

Sc. 72 cont Pnl. C

Bg.

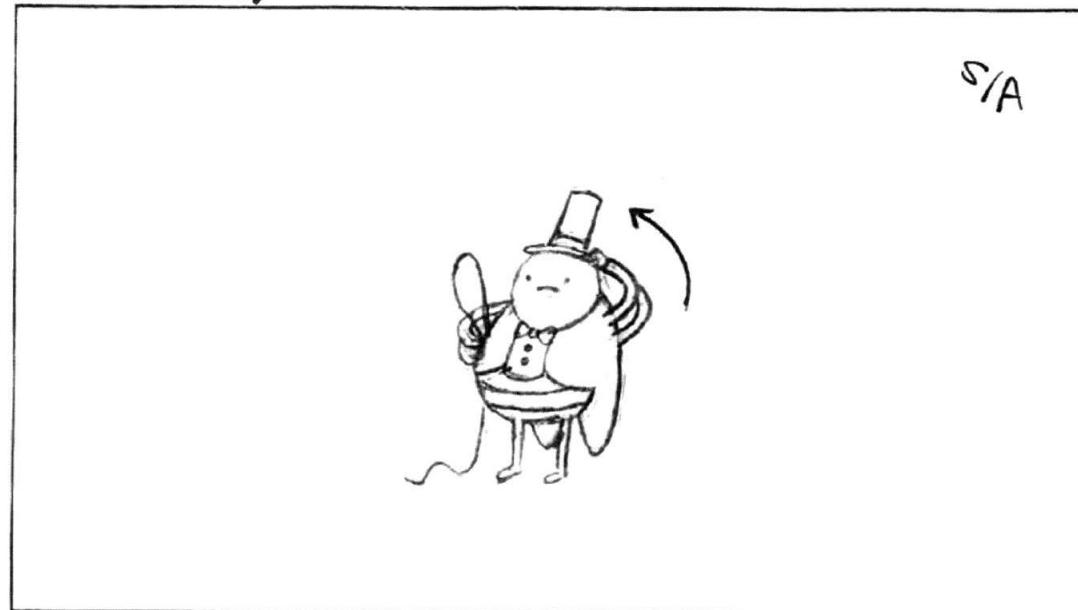
day night



Sc. 72 cont Pnl. D

Bg.

day night



1025/162

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Dialog: RINGMASTER: BEAST ANYWHERE IN CAPTIVITY...

Action:

- RINGMASTER PUTS HAT BACK ON

Timing:

DEC 13 2013

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Production

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ADVENTURE TIME



Page 197

Sc. 72 cont

Pnl. E

Bg.

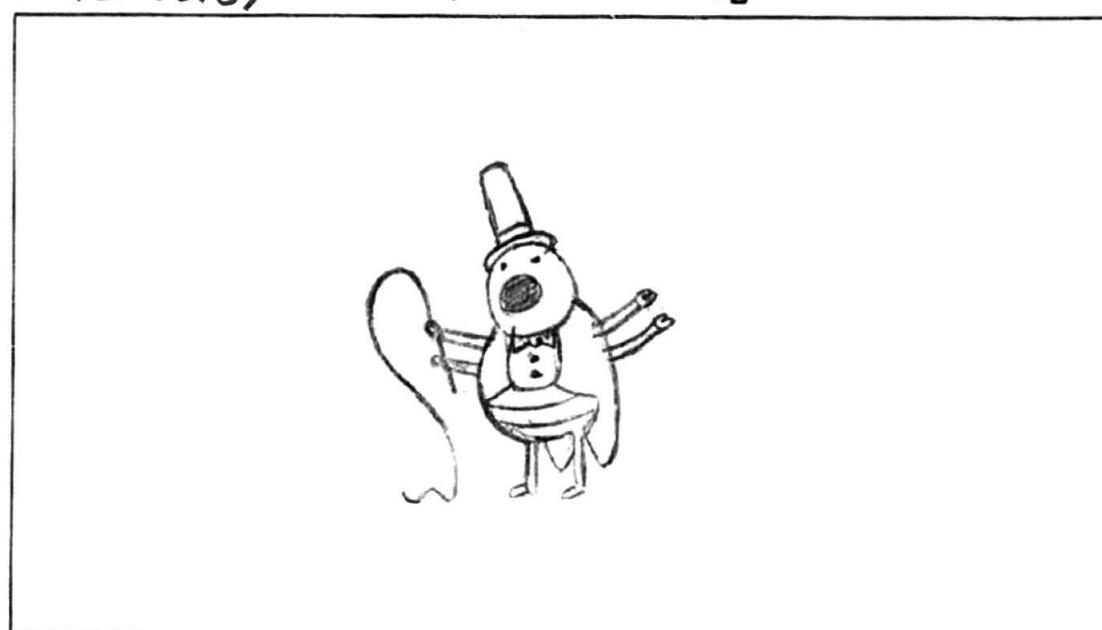
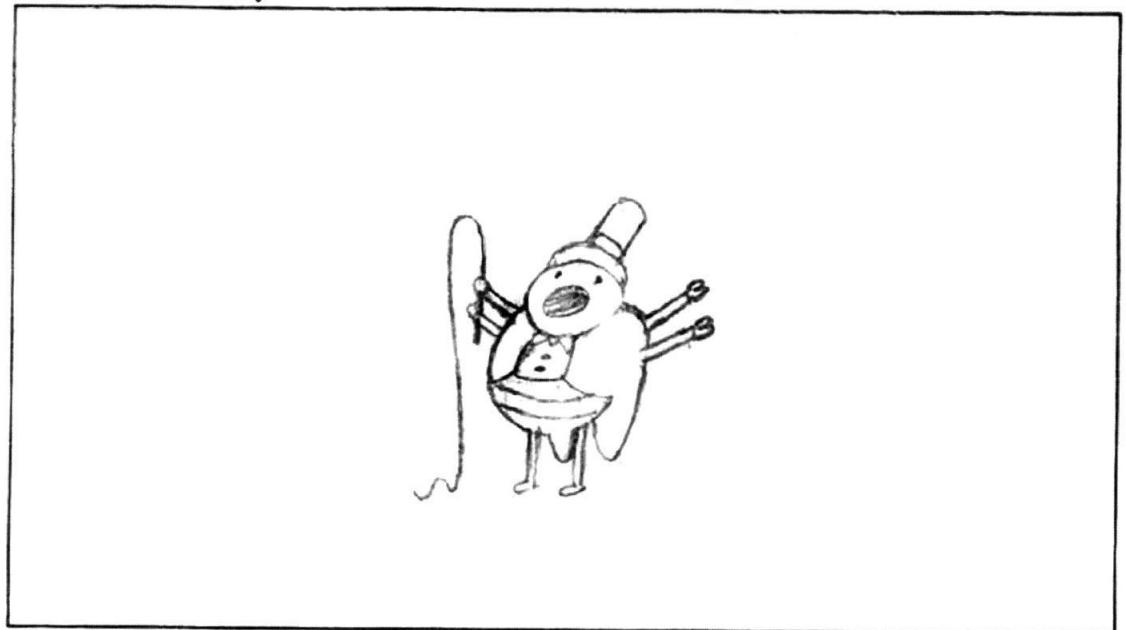
day night

Sc. 72 cont

Pnl. F

Bg.

day night



Dialog: RINGMASTER: THE HORRIBLE...

RINGMASTER: THE STUPENDOUS ...

Action:

Timing:

DEC 13 2013

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Page 198

Sc. 72 cont

Pnl. G

Bg.

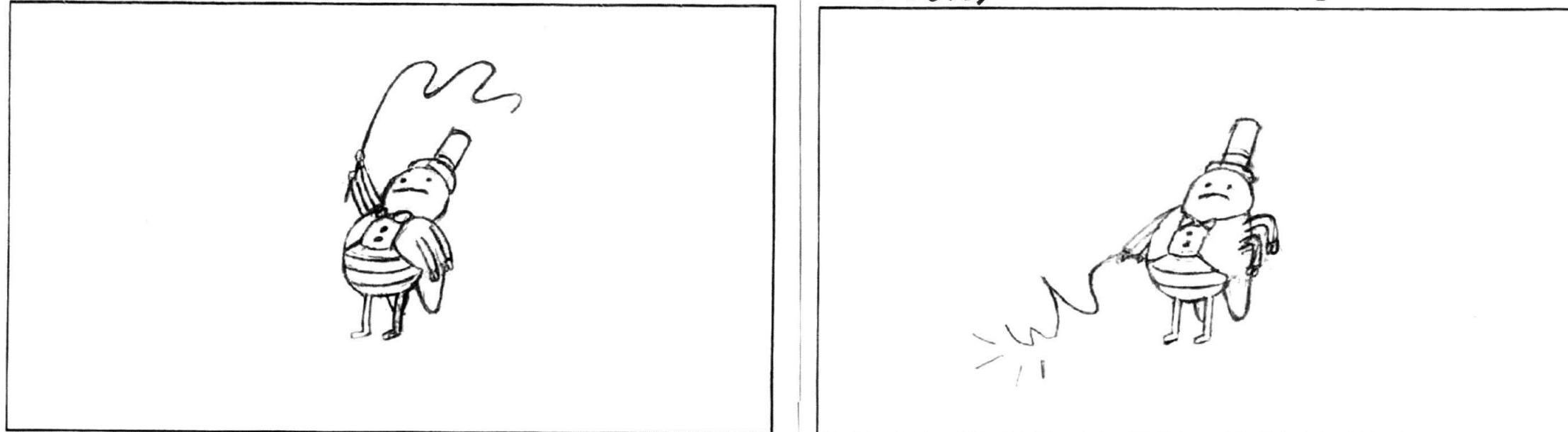
day night

Sc. 72 cont

Pnl. H

Bg.

day night



Dialog:

SFX: CRACK!

Action:

- RINGMASTER CRACKS WHIP.

Timing:

DEC 13 2013

ADVENTURE TIME



Page 199

Sc. 72 cont

Pnl. I

Bg.

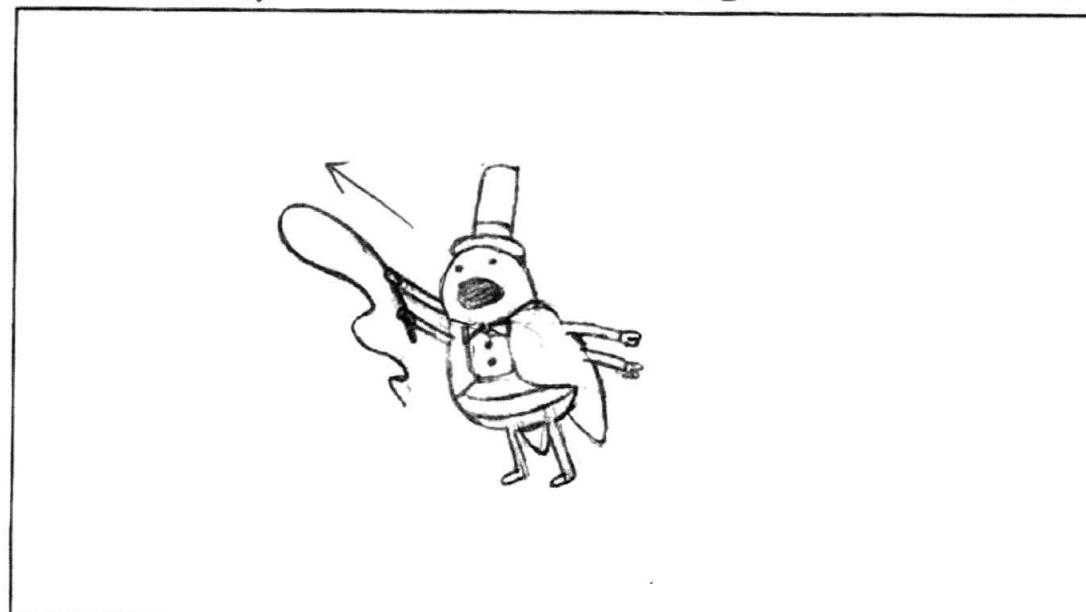
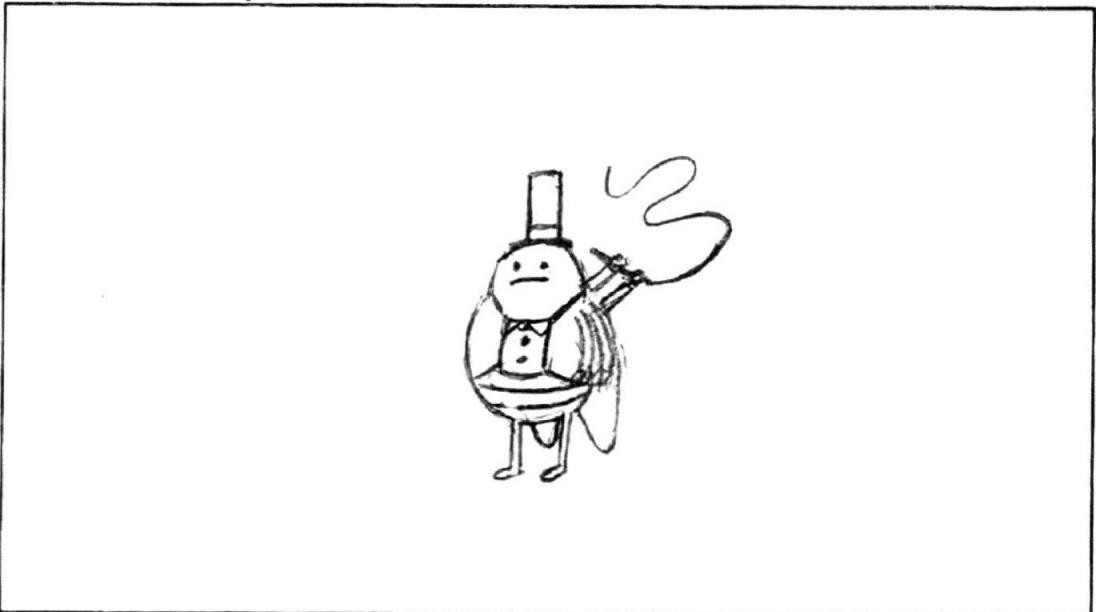
day night

Sc. 72 cont

Pnl. J

Bg.

day night



Dialog:

RINGMASTER: GORALINA!

Action:

Timing:

DEC 13 2013

Production :

EPISODE #

1025/162

ADVENTURE TIME



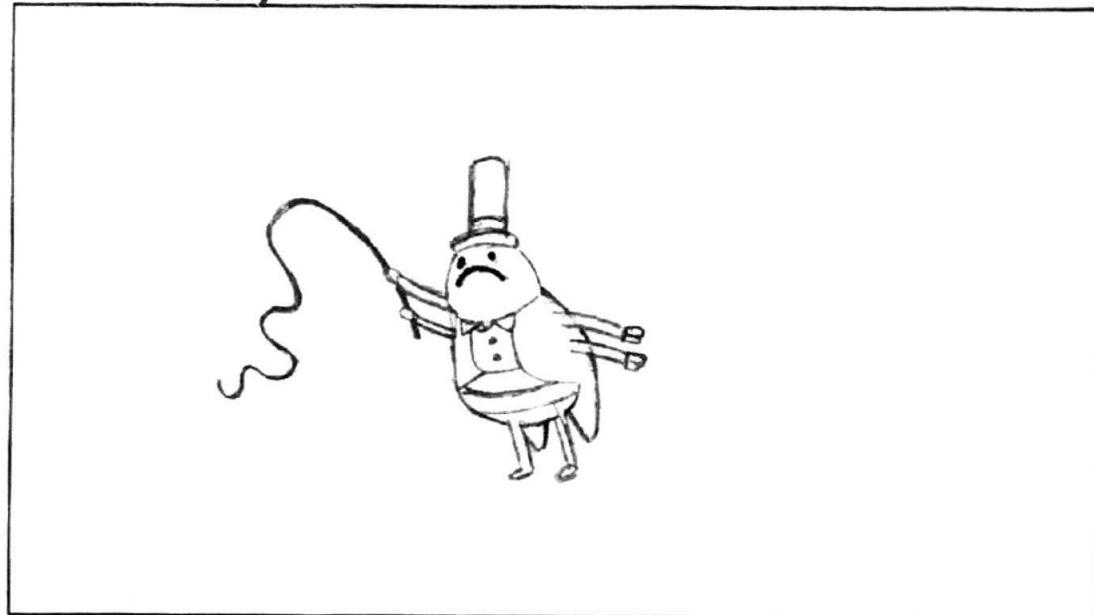
Page 200

Sc. 72 CONT

Pnl. K

Bg.

day night

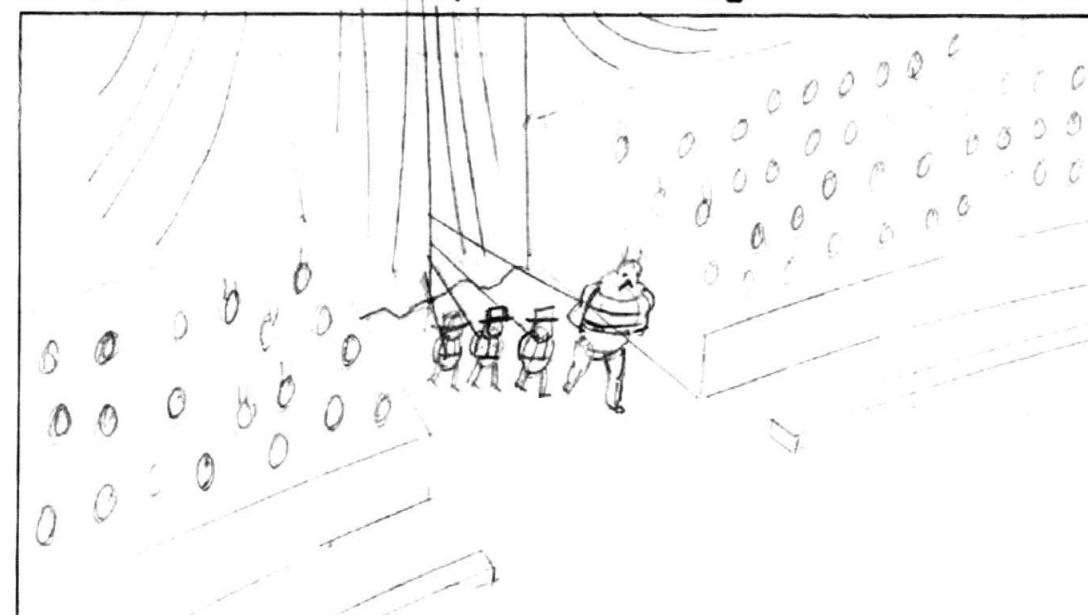


Sc. 73

Pnl. A

Bg.

day night



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1025/162

Dialog:

MUSIC: GORALINA MUSIC

[DRAMATIC,,, MAYBE LIKE ROMAN
COLISEUM MUSIC FROM AN OLD MOVIE]

Action:

MUSCLEMAN AND THREE ROUSTABOUTS ENTER,
PULLING STRINGS BEHIND THEM.

Timing:

DEC 13 2013

EPISODE #

Production :

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ADVENTURE TIME

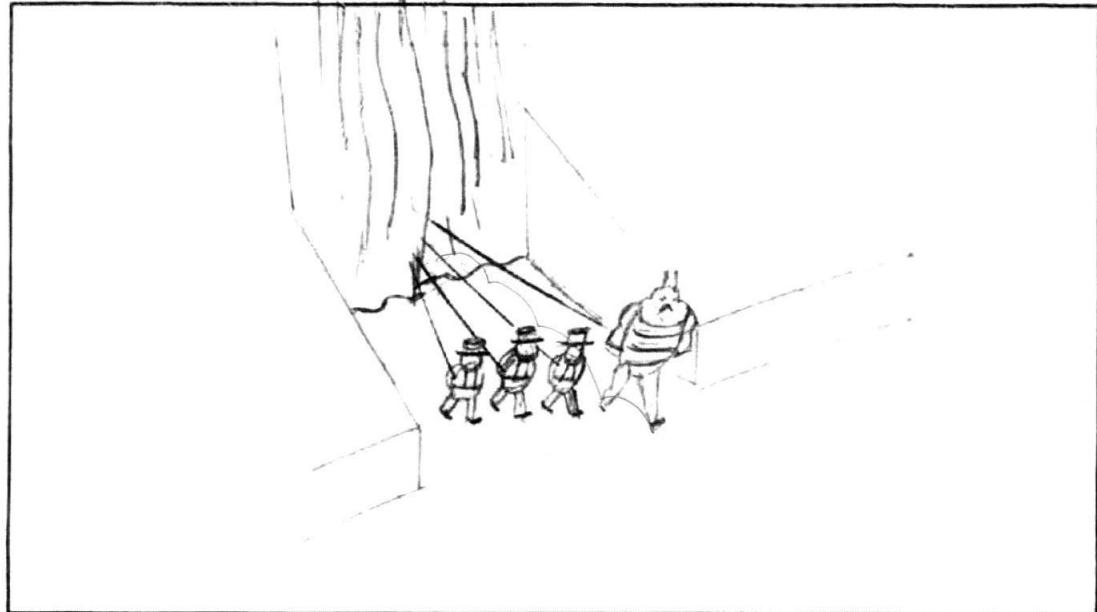


Sc. 73 cont

Pnl. B

Bg.

day night

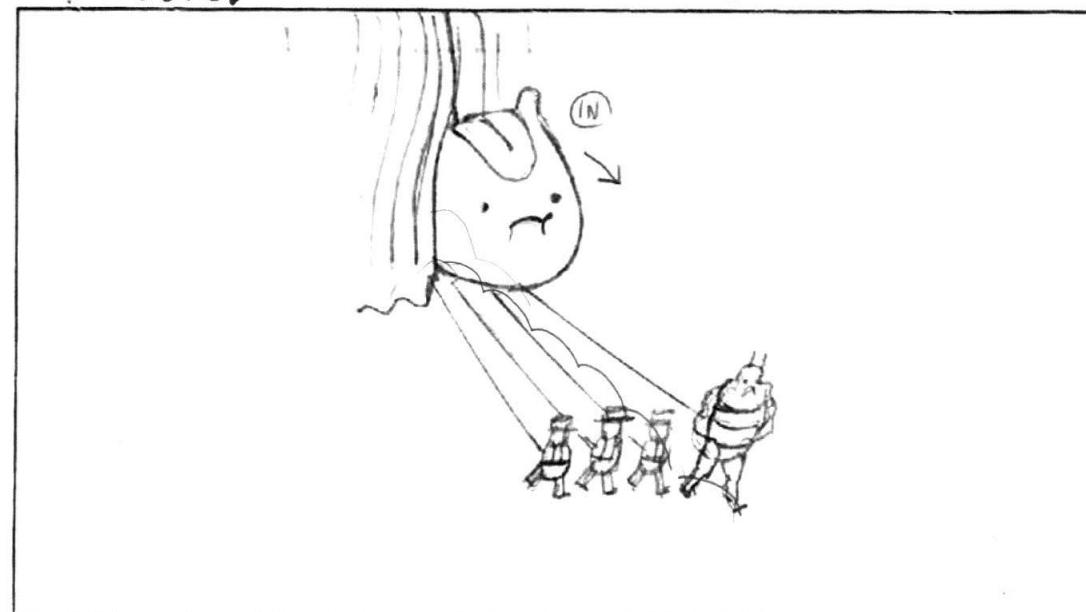


Sc. 73 cont

Pnl. C

Bg.

day night



Page 201

H Cut

EPISODE #

1025/162

Dialog:

Action:

GORALINA (A CHIPMUNK) POKES THROUGH THE CURTAIN OF THE ENTRANCE WAY.

Timing:

DEC 13 2013

Production :

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ADVENTURE TIME

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to cut



Page 202

cut

Sc. 73A

Pnl. A

Bg.

day night



Sc. 73A cont

Pnl. B

Bg.

day night



EPISODE #

Production :

Dialog:

Action: A SHOT LOOKING UP AT GORALINA AS SHE ENTERS.

Timing:



DEC 13 2013

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ADVENTURE TIME

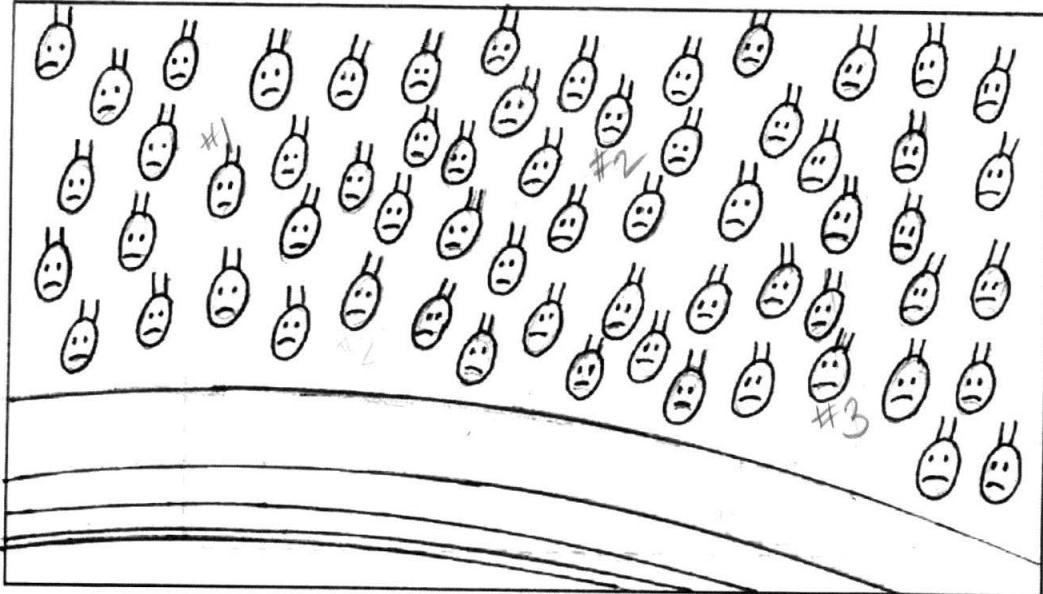


Sc. 74

Pnl. A

Bg.

day night



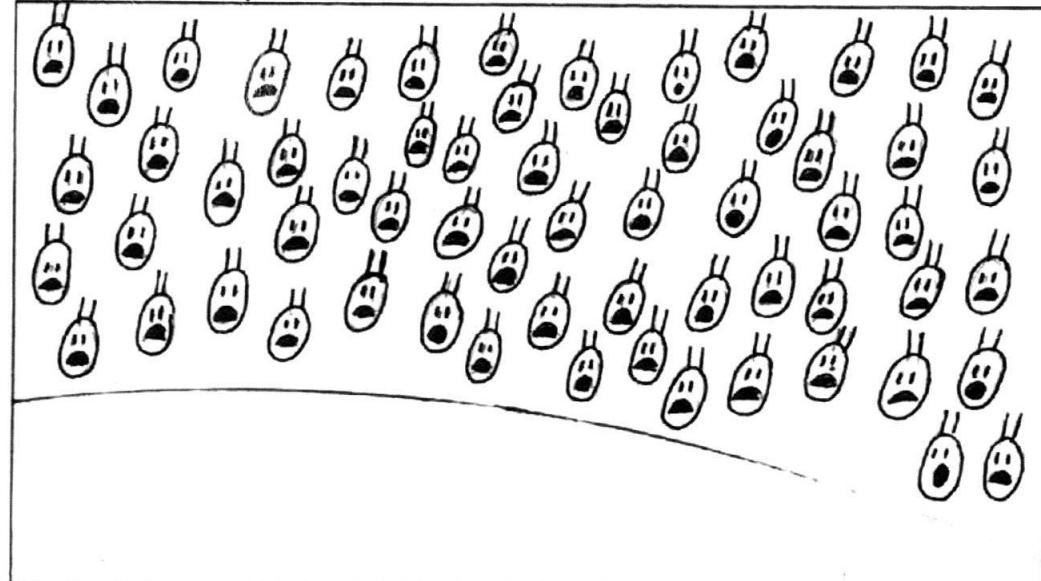
Sc. 74 cont

Pnl. B

Bg.

203
Page

NO PG 204
day night



Dialog:

AUDIENCE: [GASP!]

Action:

WIDE ON AUDIENCE.

Timing:

DEC 13 2013

NO SC
75

EPISODE #

Production :

ADVENTURE TIME

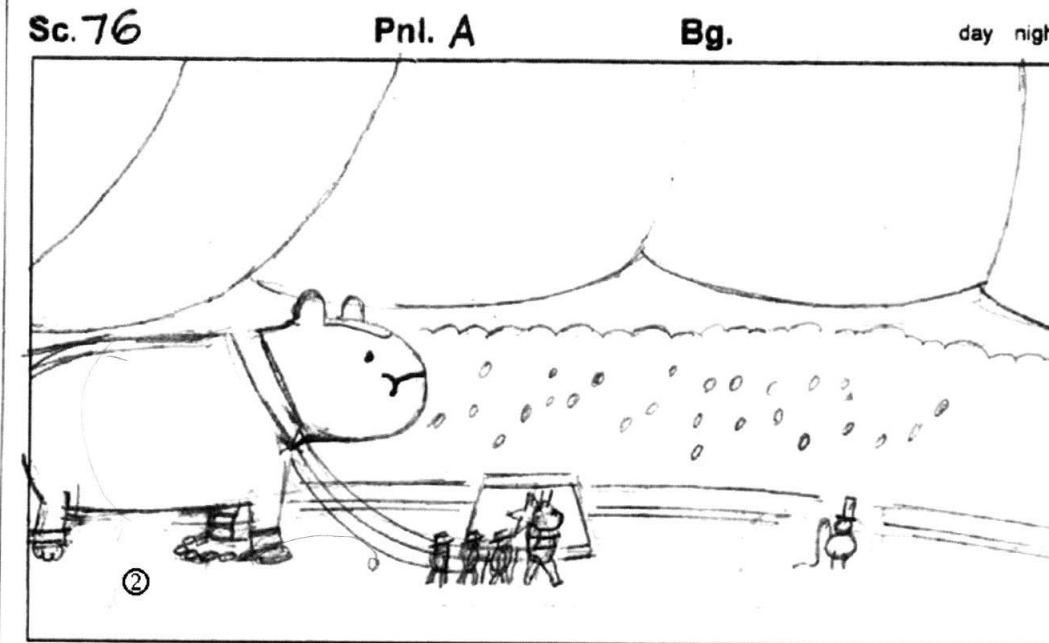
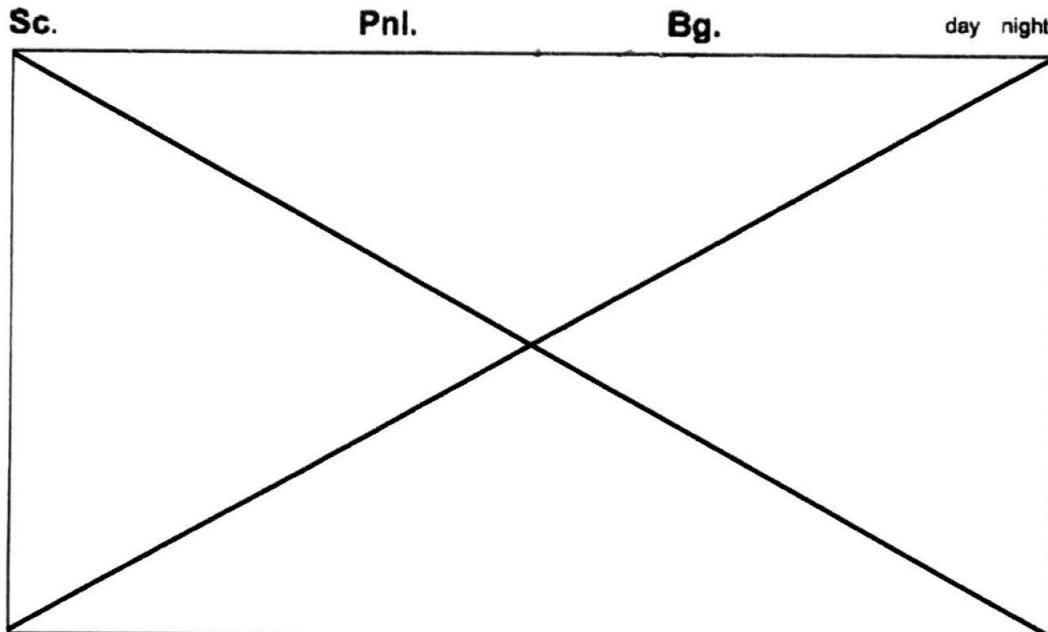


Art

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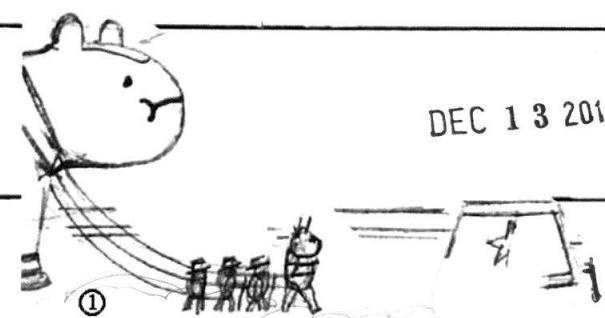


Dialog:

Action:

- WIDER SHOT.
- GORALINA IS LED TO A PODIUM.
- (SLOWLY IF POSS.)

Timing:



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ADVENTURE TIME



Page 206

Sc. 76 cont Pnl. B

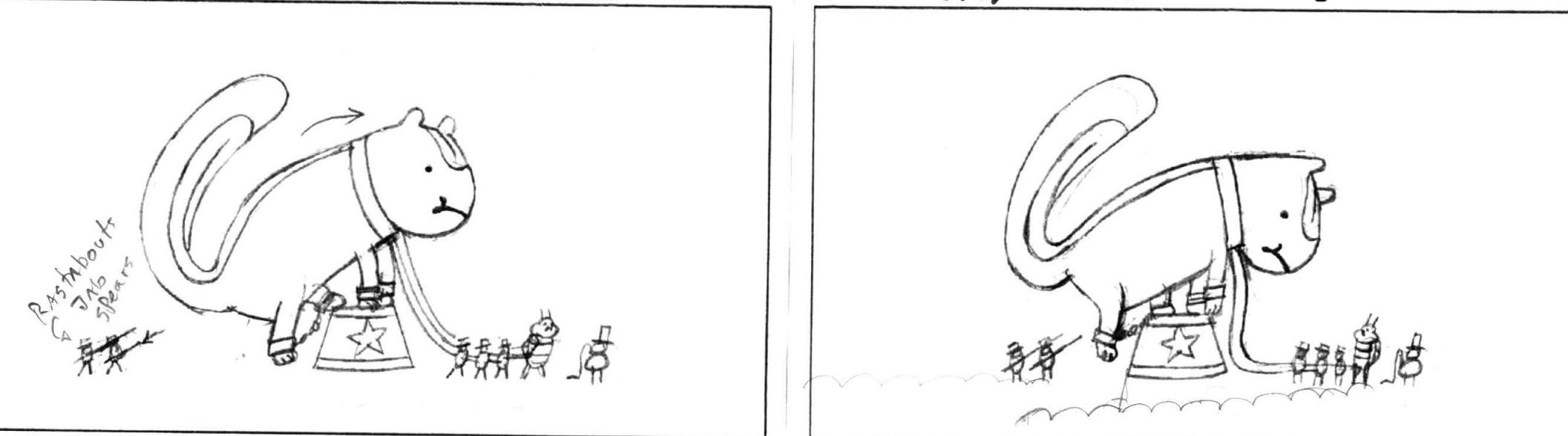
Bg.

day night

Sc. 76 cont Pnl. C

Bg.

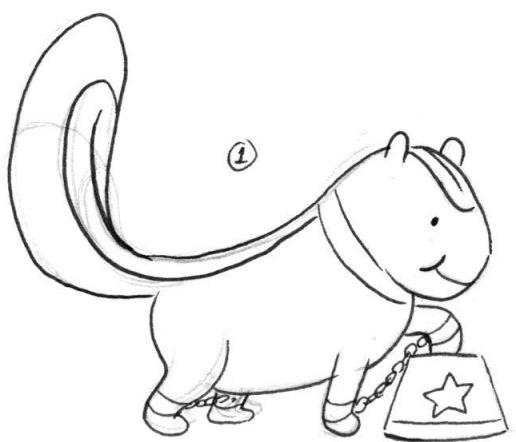
day night



Dialog:

Action: GORALINA CLIMBS ONTO THE PODIUM,
AS SHE HAS BEEN TRAINED TO DO.

Timing:



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ADVENTURE TIME

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Sc. 76 cont

Pnl. D

Bg.



Cut

day night

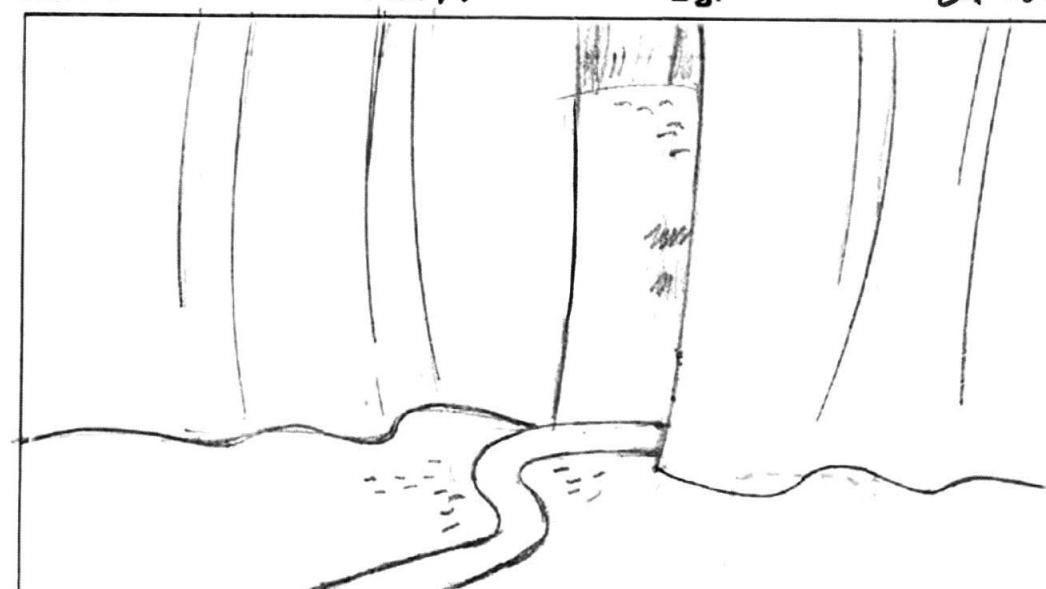
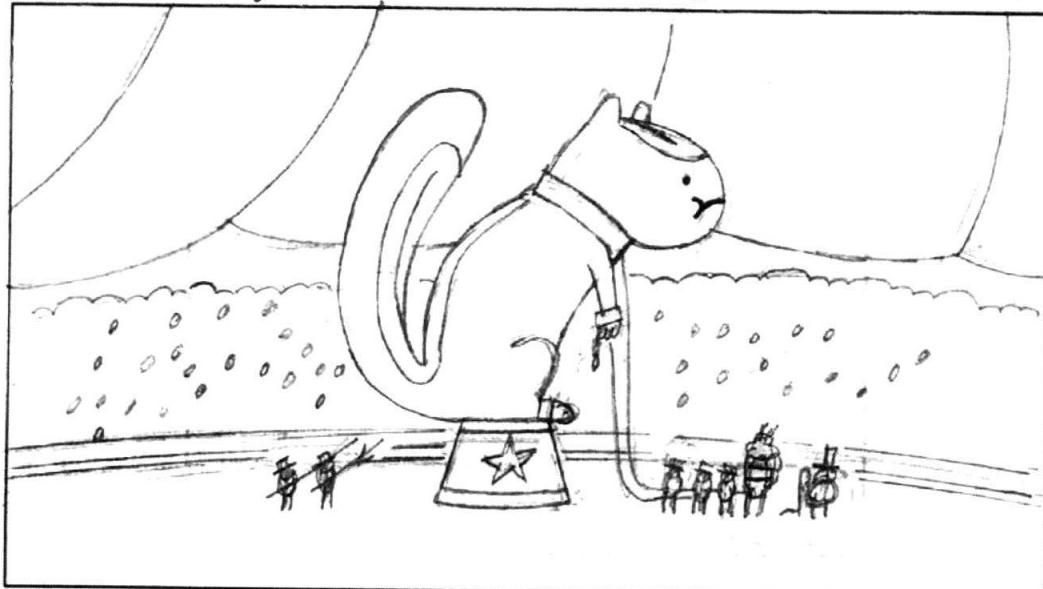
Sc. 77

Pnl. A

Bg.

Page 207

207ANEXT
day night



Dialog:

Action: GORALINA SITS ON THE PODIUM, ON DISPLAY.

DEC 13 2012

Timing:

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ADVENTURE TIME



Sc. 77 cont

Pnl. B

Bg.

day night

Sc. 77 cont

Pnl. C

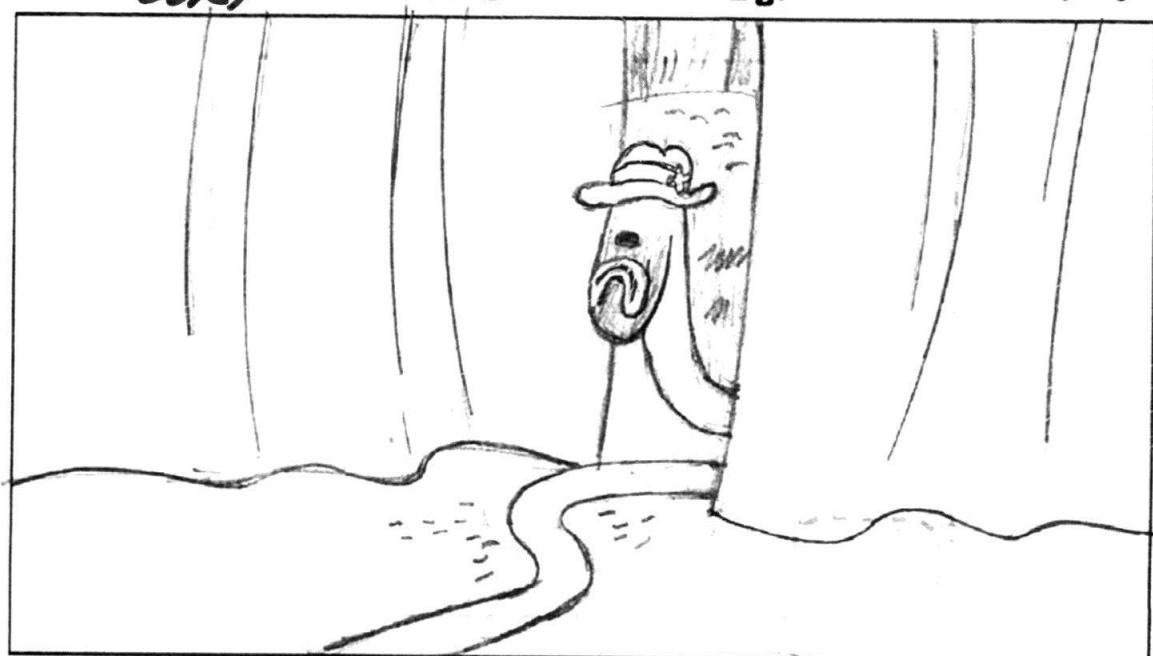
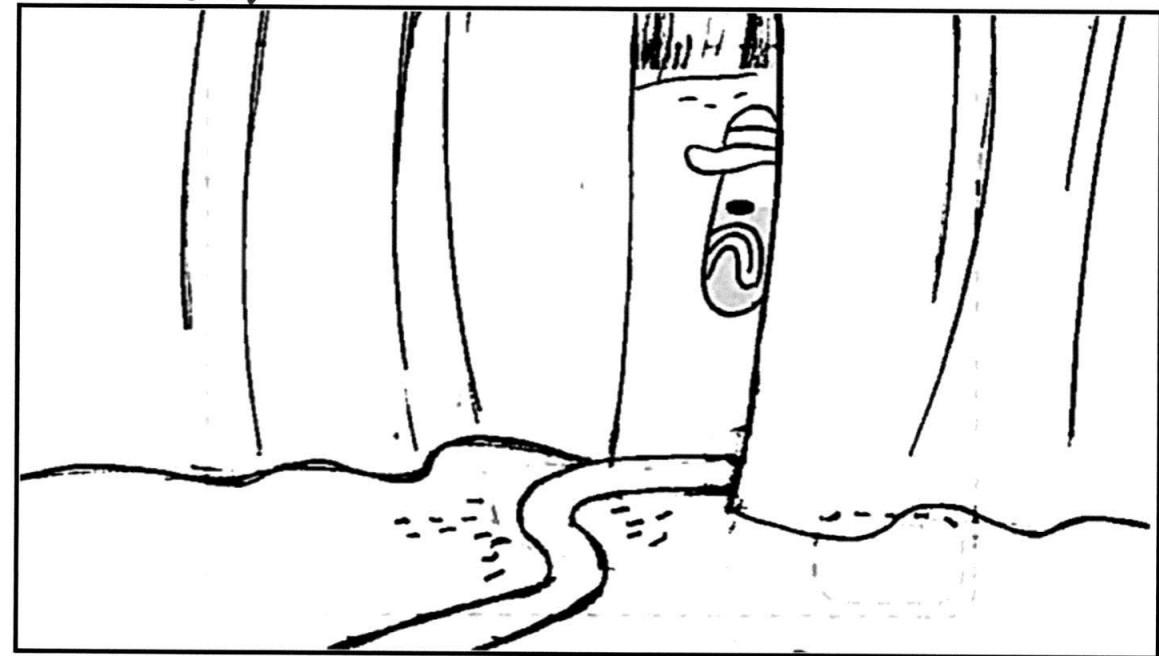
Bg.

Page 207A

208

next

at



Dialog:

Action:

Timing:

BLUE NOSE LOOKS ON SADLY, FROM OUTSIDE AN
OPENING IN THE TENT.

DEC 13 2013

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10251184

10251162

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CX

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ADVENTURE TIME

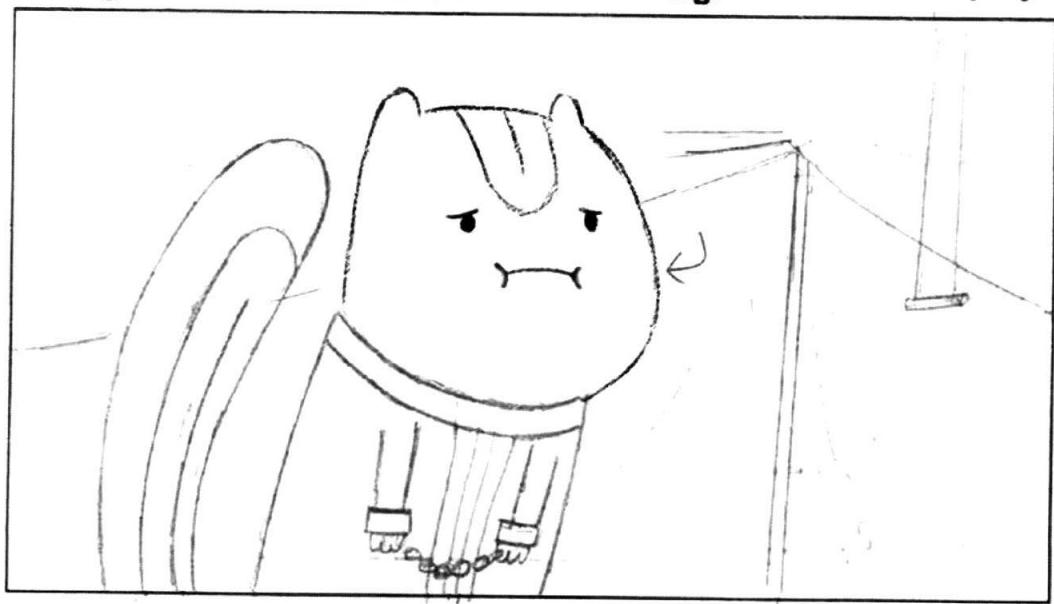


Sc. 78

Pnl. A

Bg.

day night

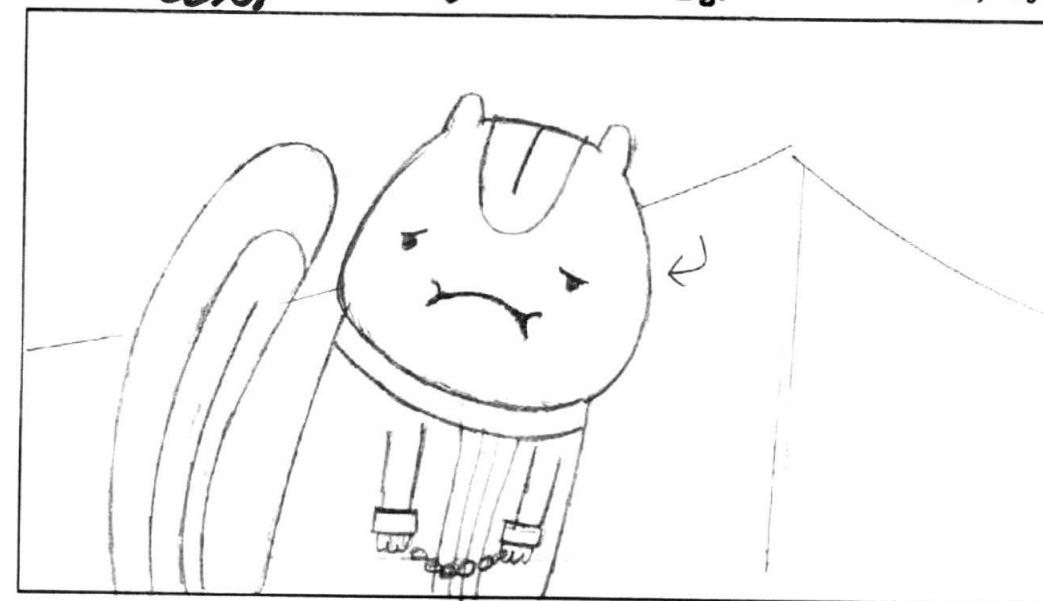


Sc. 78 CONT

Pnl. B

Bg.

day night



Dialog:

Action: CLOSE ON GORALINA, LOOKING FATIGUED.

GORALINA LOOKS AROUND, BORED.

Timing:

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F Cut

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ADVENTURE TIME



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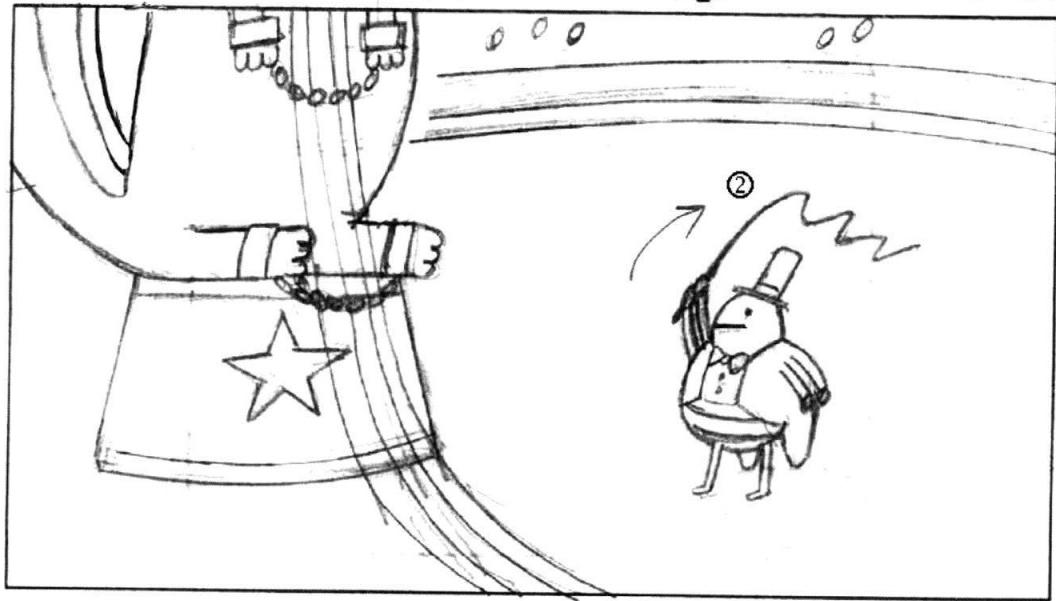
1025/162

Sc. 79

Pnl. A

Bg.

day night



Dialog:

Action: THE RINGMASTER HAPPILY WHIPS GORALINA'S TOES, PUTTING ON A GOOD SHOW.

Timing:

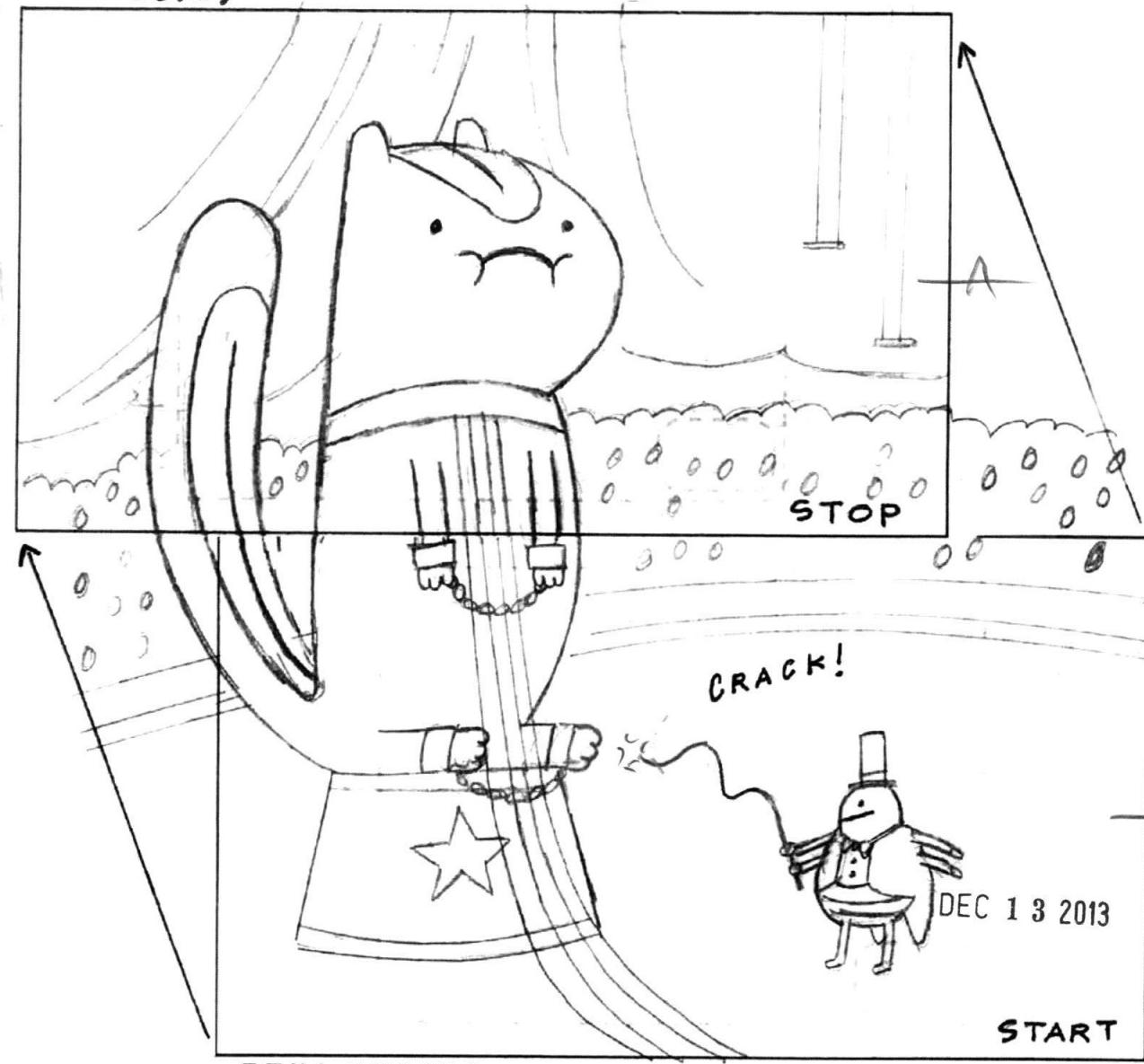


Sc. 79 cont

Pnl. B

Bg.

day night



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ADVENTURE TIME



Page 210

~~210~~

~~210~~

Sc. 79 cont

Pnl. C

Bg.

day night

Sc. 79 cont

Pnl. D

Bg.

day night

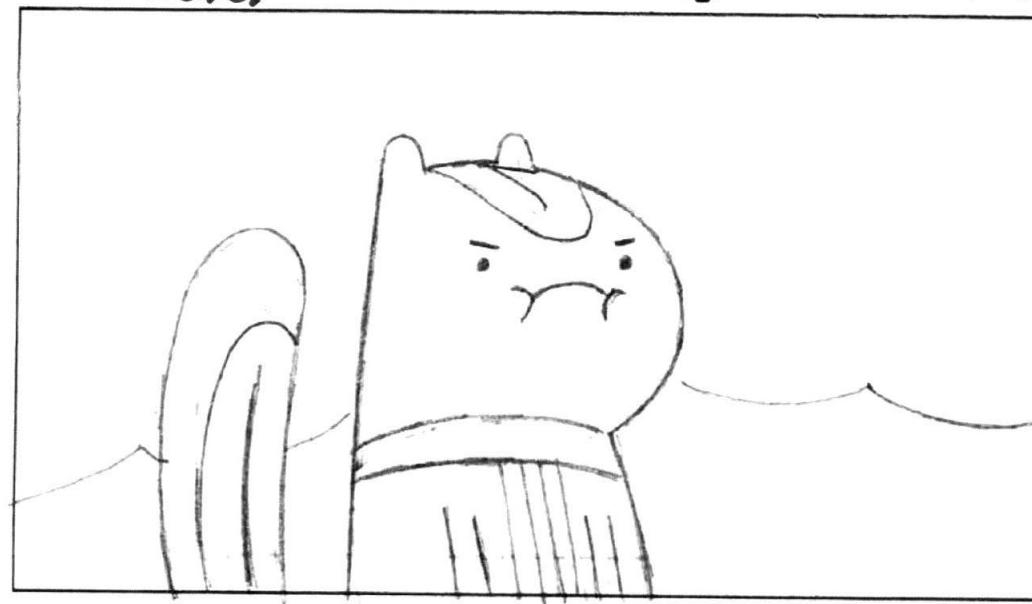
EPISODE #

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Dialog: SFX: CRACK!

Action: CLOSE ON GORALINA, REACTING TO THE RINGMASTER'S WHIP.

Timing:

3

ADVENTURE TIME

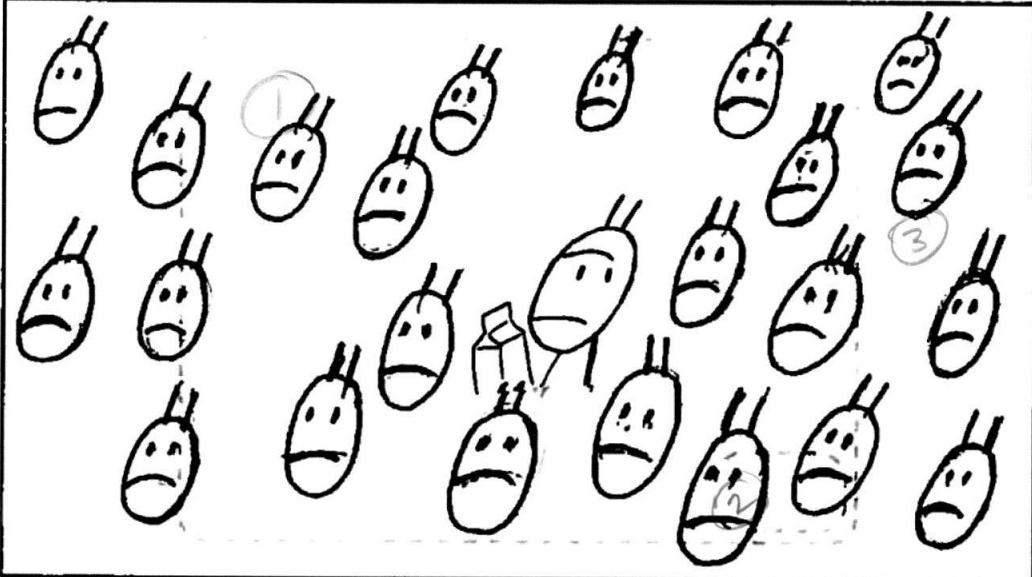
Page 211

Sc. 80

Pnl. A

Bg.

day night

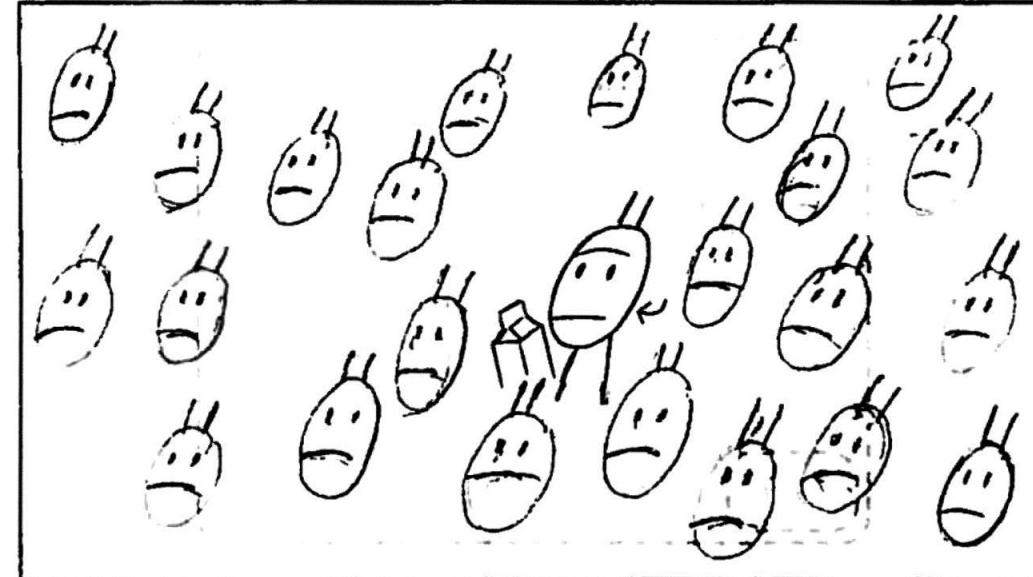


Sc. 80 cont

Pnl. B

Bg.

day night



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EPISODE #

1025 / 162

Dialog:

Action: ON CROWD. BUG (FROM SC. 71)

ANTIC. THROW

Timing:

DEC 13 2013

Production :

1025 + 6?

ADVENTURE TIME



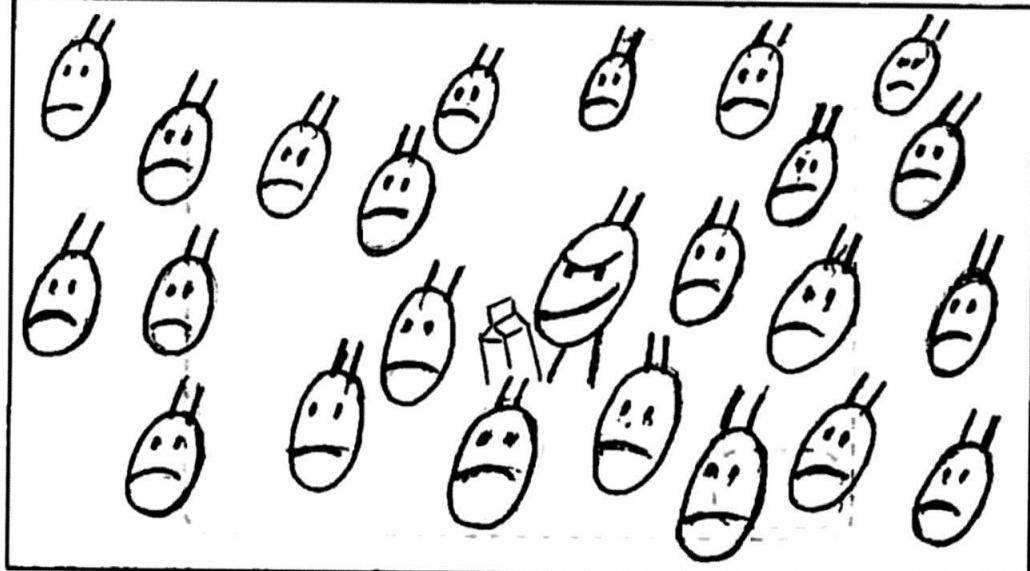
Page 212

Sc. 80 cont

Pnl. C

Bg.

day night

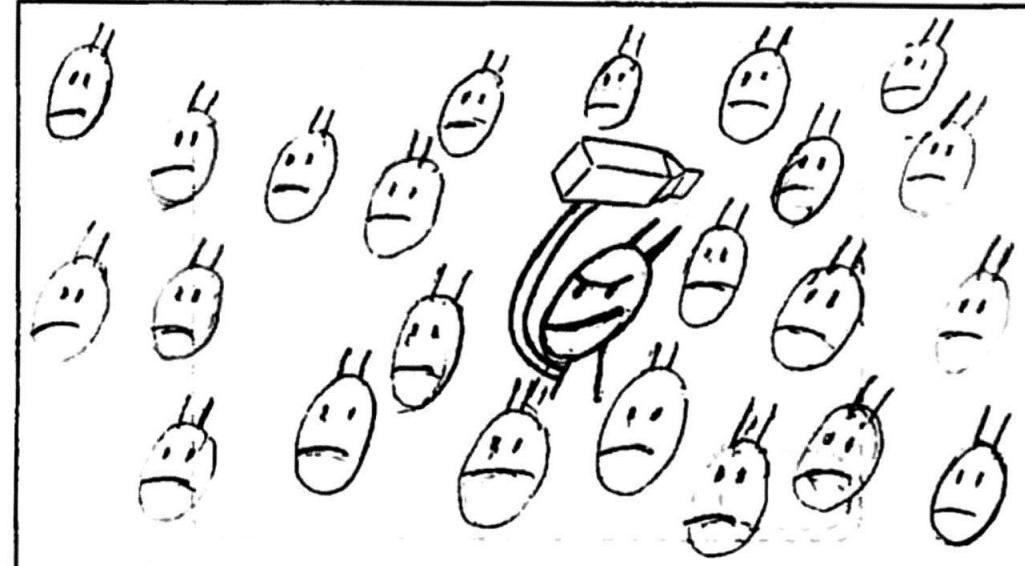


Sc. 80 cont

Pnl. D

Bg.

day night



Dialog:

Action: ON CROWD BUG (FROM SC. 71)

ANTIC. THROW

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/16?

ADVENTURE TIME



Cut

Page 213

Sc. 80 CONT Pnl. E

Bg.

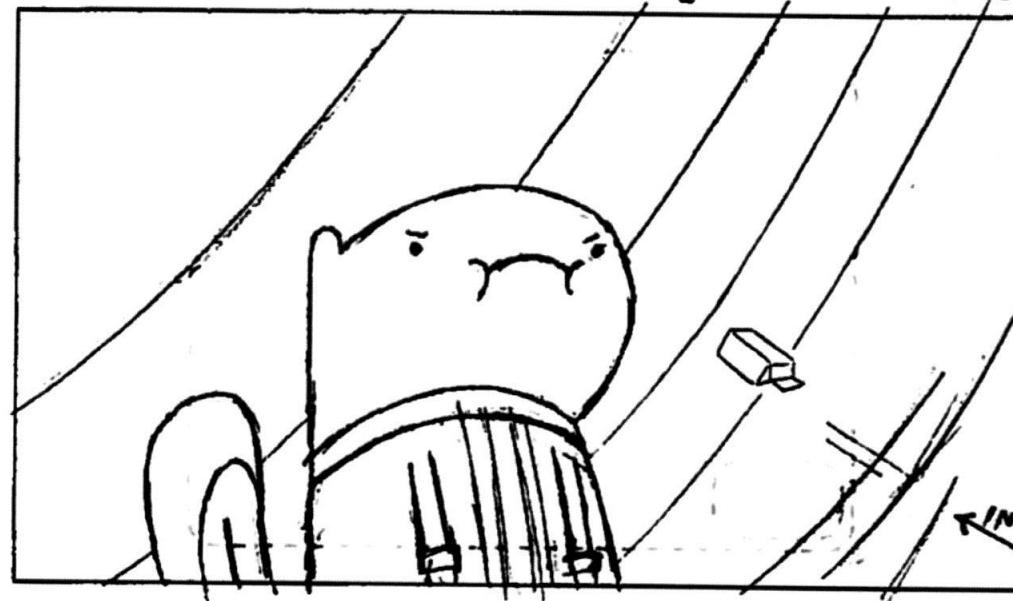
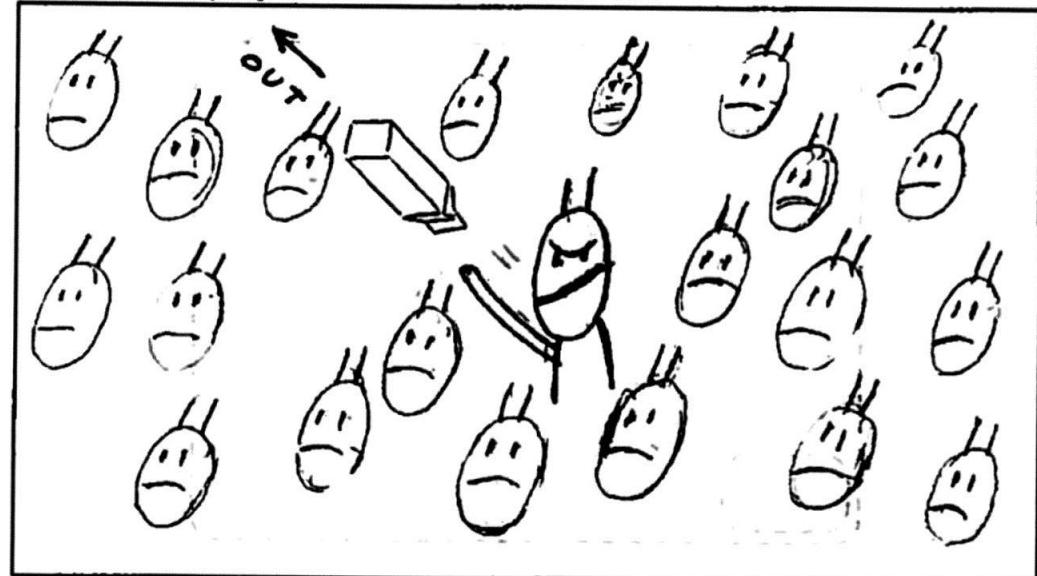
day night

Sc. 81

Pnl. A

Bg.

day night



Dialog:

Action: WITH EVIL MISCHIEVOSNESS, BUG
THROWS A MILK CARTON AT GORALINA.

THE MILK CARTON FLIES INTO SCENE . . .

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



214

Page

Sc. 81 cont

Pnl. B

Bg.

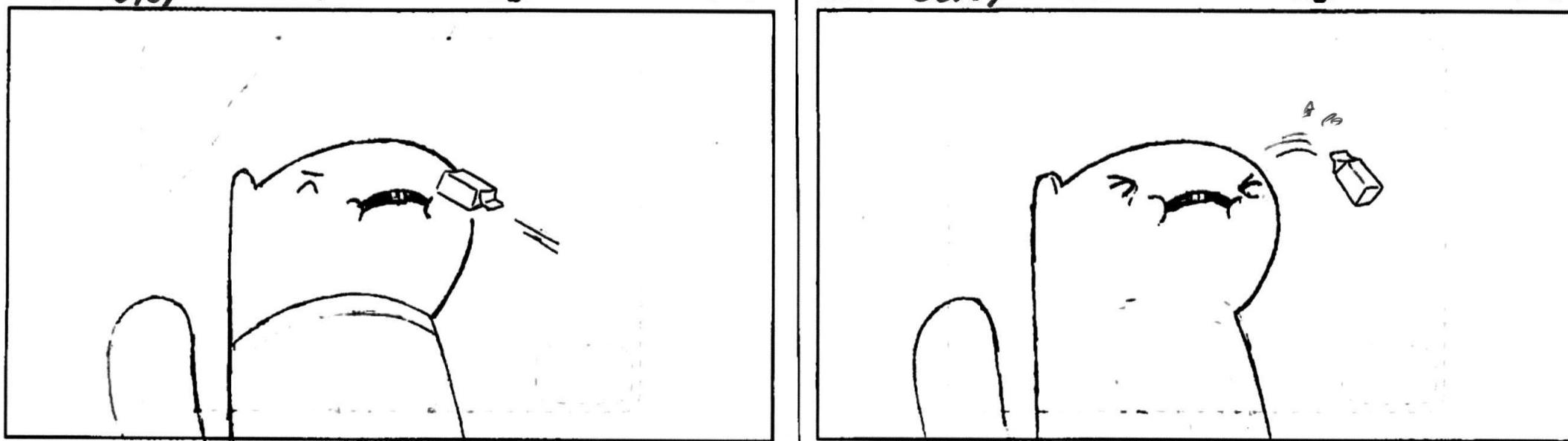
day night

Sc. 81 cont

Pnl. C

Bg.

day night



Dialog:

SFX: * WHOMP *

MILK CARTON

Action: THE ~~HITS GORALINA~~
IN THE EYE.

GORALINA : [GRUNT]

THE CARTON BOUNCES AWAY.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

Sc. 81 cont

Pnl. D

Bg.



day night

Sc. 81 cont

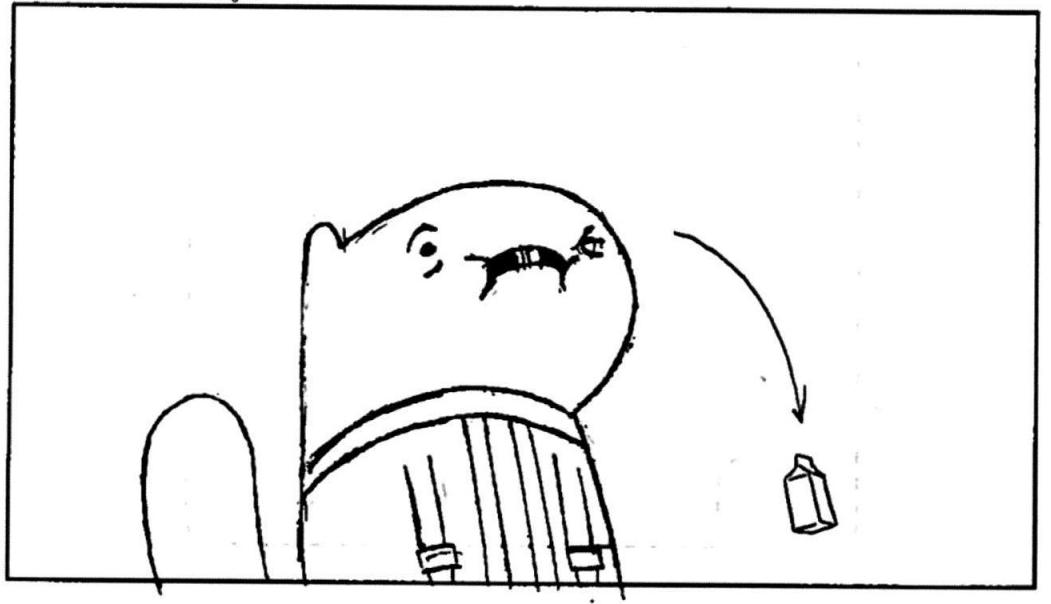
Pnl. E

Bg.

Page 215

day night

HQ
CJ



Dialog:

GORALINA: [LOW GROWL]

Action: GORALINA'S EYE LOOKS HURT.

GORALINA NOW LOOKS ANGRY.

Timing:

DEC 13 2013

Production :

1025/162

1025/162

1025/162

H/C cut

ADVENTURE TIME



Page 216

day night

Sc. 82

Pnl. A

Bg.

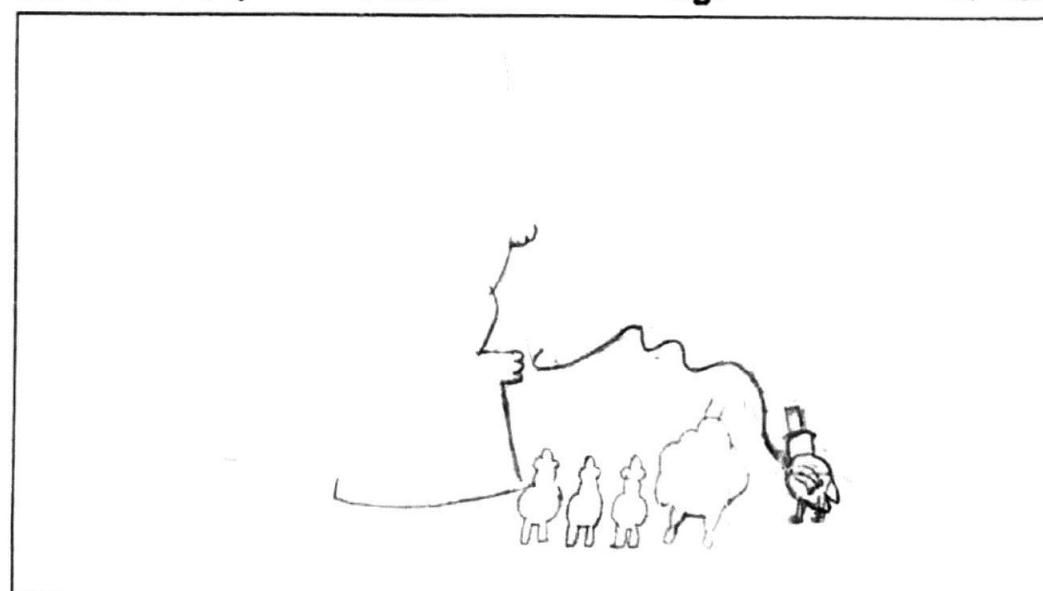
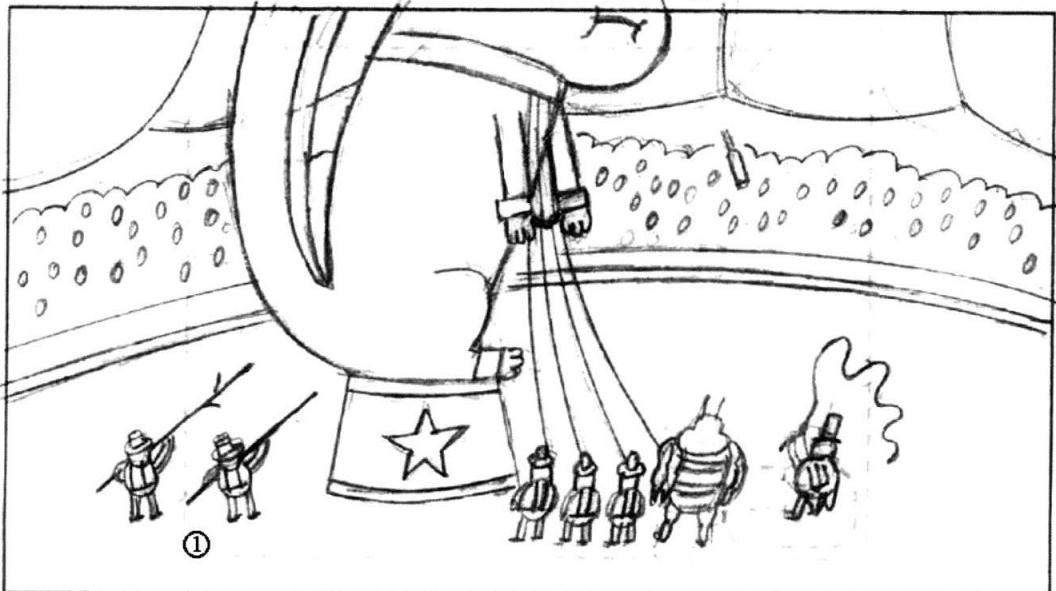
day night

Sc. 82 cont

Pnl. B

Bg.

day night



H/C cut

1025/162

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Dialog:

SFX: CRACK!

Action: WIDE SHOT.
RINGMASTER IS STILL WHIPPING
GORALINA'S TOES.

Timing:



DEC 13 2013

Production :

1025/162

1025/162

ADVENTURE TIME



217

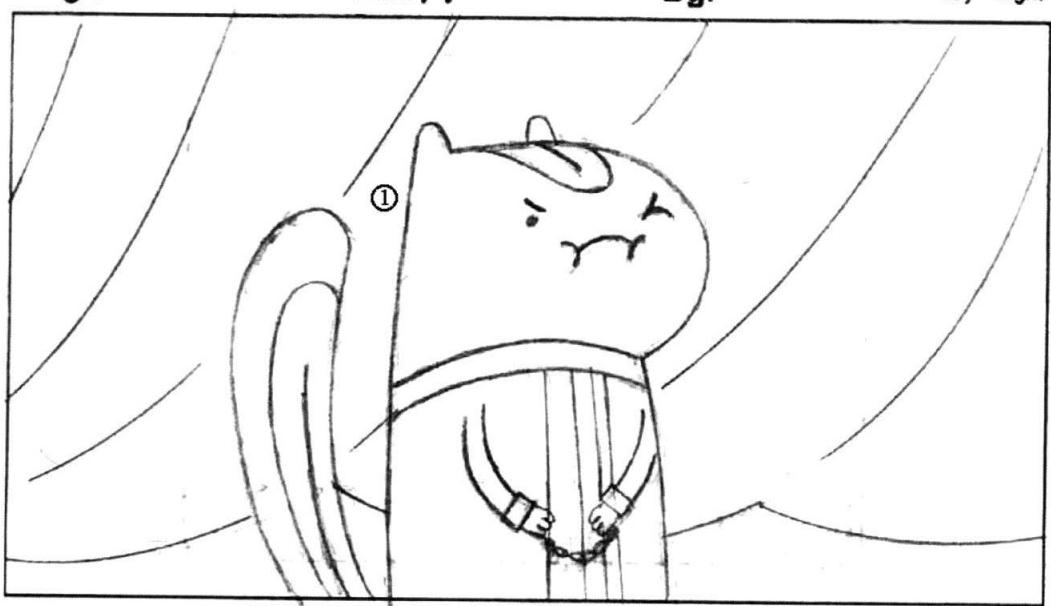
Page

Sc. 83

Pnl. A

Bg.

day night

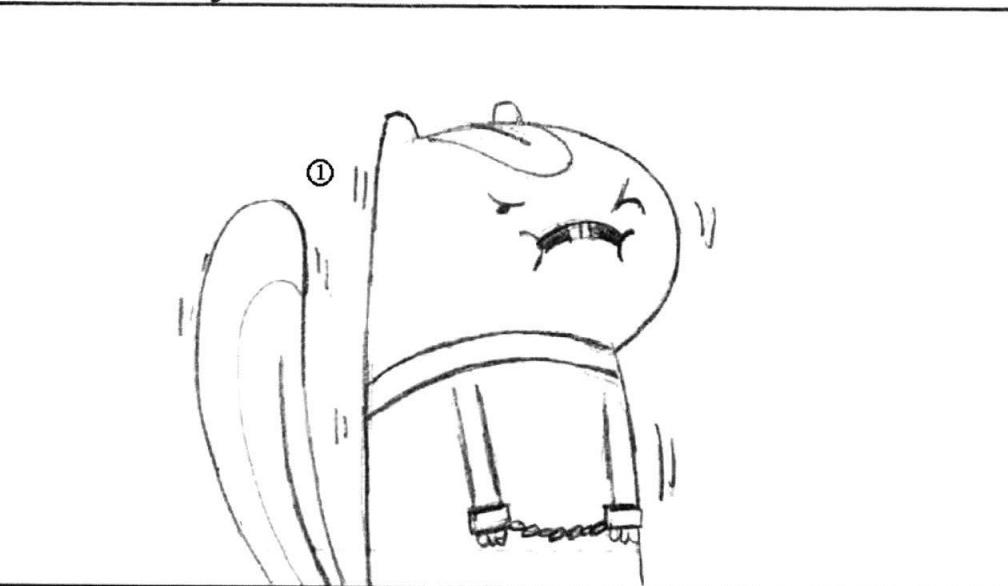


Sc. 83 cont

Pnl. B

Bg.

day night



Dialog:

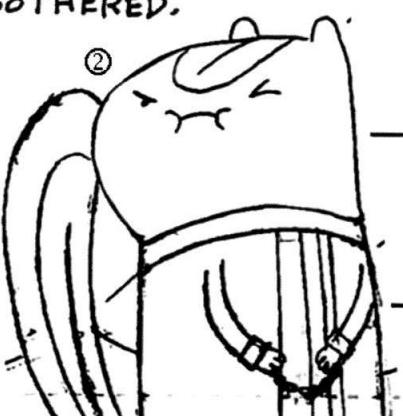
GORALINA : [GROWLING]

Action: ON GORALINA, LOOKING BOthered.

DEC 13 201

GORALINA STARTS TO SHAKE, STARTING TO
GET REALLY ANGRY.

Timing:



EPISODE #

Production :

25 / 162

1025 / 162

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1025/162

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ADVENTURE TIME



Page 218

Sc. 83 cont

Pnl. C

Bg.

day night

Sc. 83 cont

Pnl. D

Bg.

day night



Dialog:

Action: ANTIC.

GORALINA RAISES HER SHACKLED ARMS.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

ADVENTURE TIME



CUT

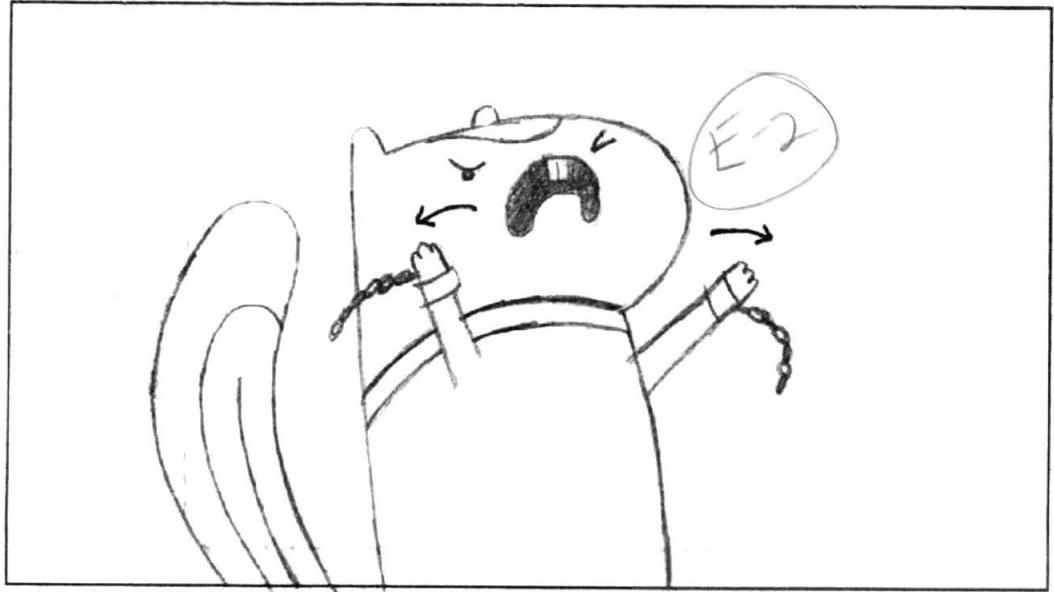
Page 219

Sc. 83 cont

Pnl. E

Bg.

day night

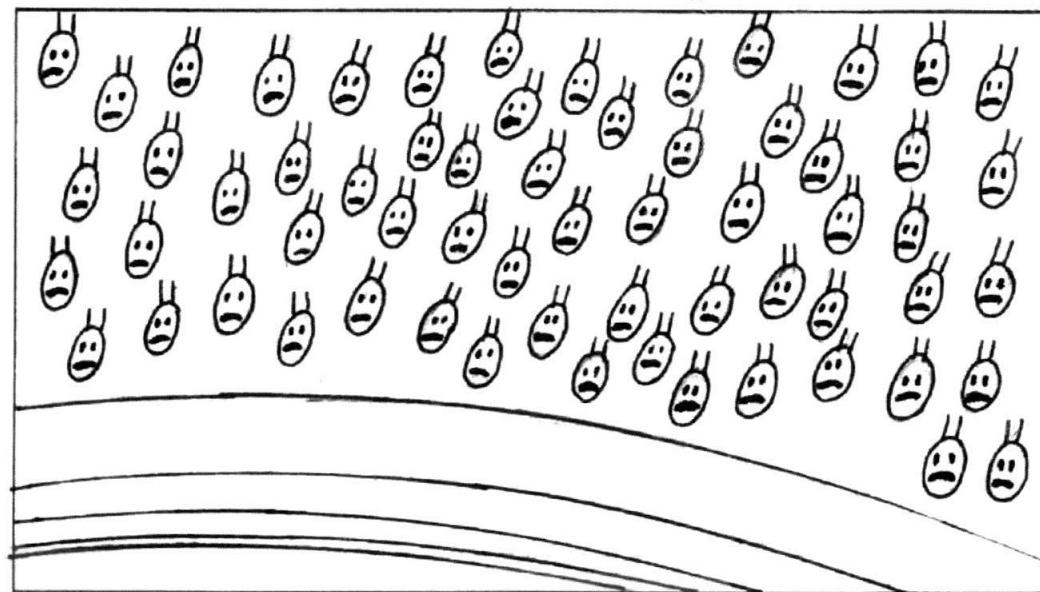


Sc. 84

Pnl. A

Bg.

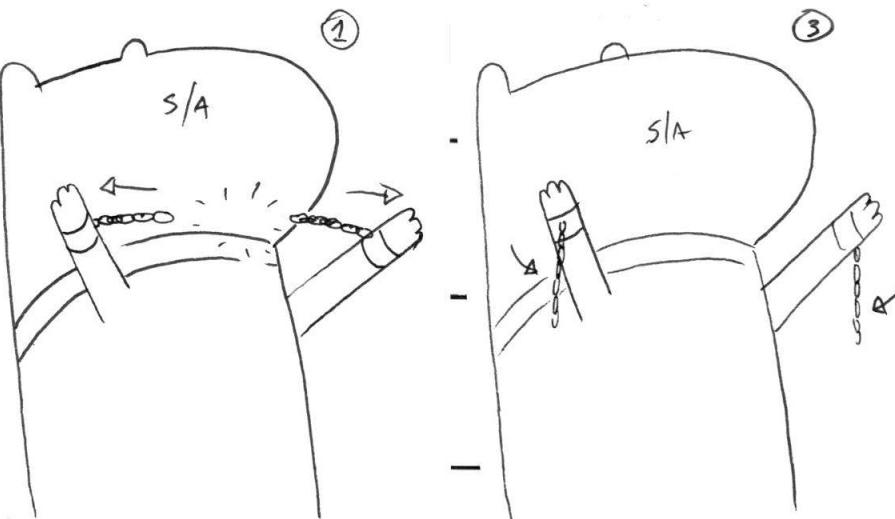
day night



Dialog: SFX: MAYBE THE SOUND OF CHAINS
BREAKING. =PINK!=

Action: GORALINA BREAKS HER CHAINS.

Timing:



DEC 13 2013

1025/162

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ADVENTURE TIME



CX

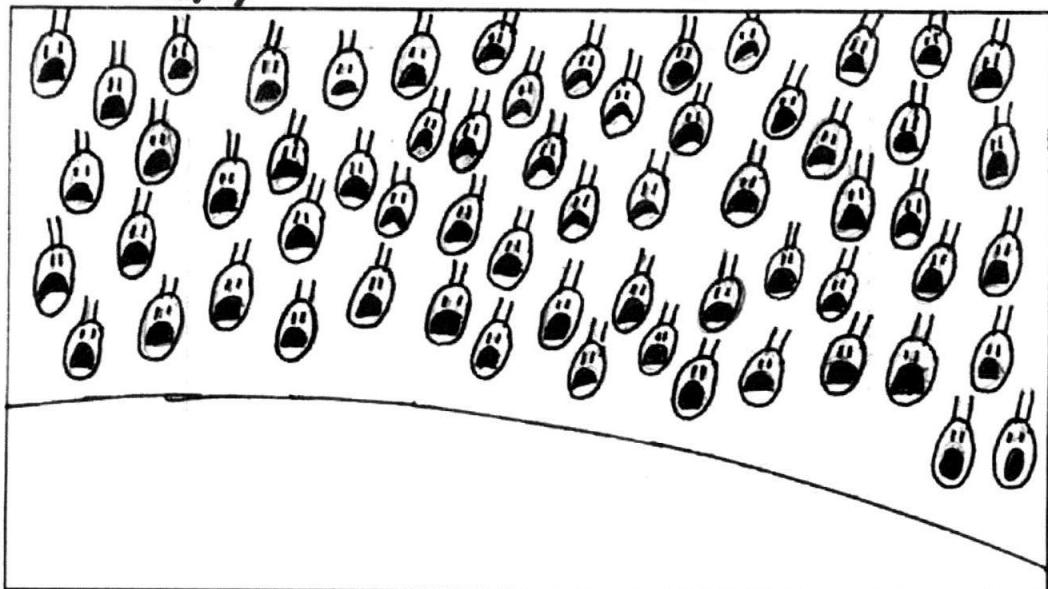
Page 220

Sc. 84 cont

Pnl. B

Bg.

day night

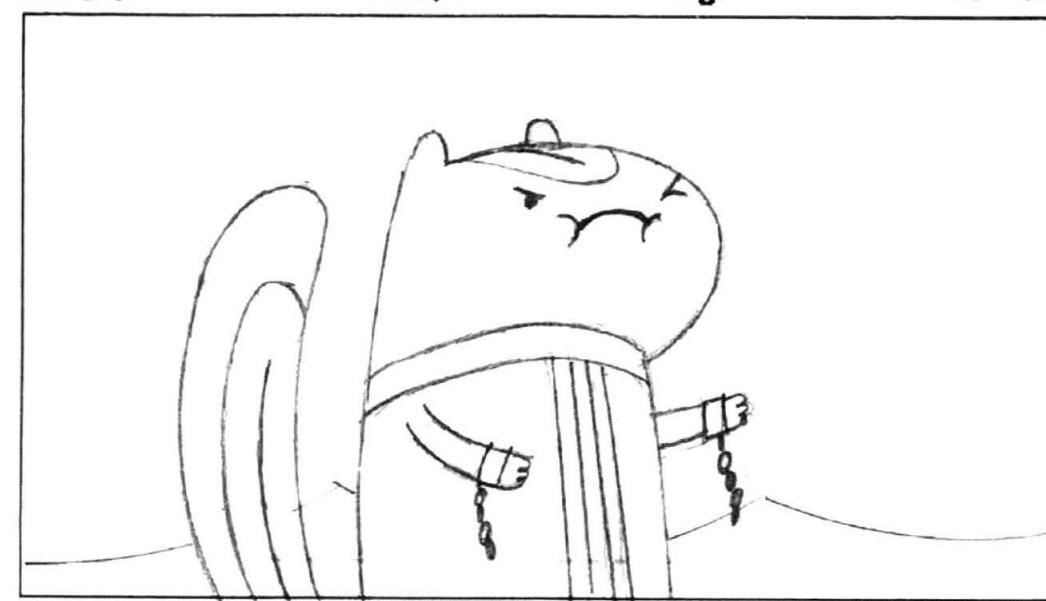


Sc. 85

Pnl. A

Bg.

day night



Dialog:

AUDIENCE: OHHHH!

Action:

ON GORALINA

13 2013

Timing:

EPISODE #

Production :

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1025/162

1025/162

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ADVENTURE TIME



Page 221

day night

Sc. 85 cont Pnl. B

Bg.

day night

Sc. 85 cont Pnl. C

Bg.

day night



Dialog:

Action: GORALINA GRABS THE STRINGS ATTACHED
TO THE COLLAR AROUND HER NECK.

ANTIC.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

ADVENTURE TIME



Cut

Sc. 85 cont

Pnl. D

Bg.

day night

Sc. 86

Pnl. A

Bg.

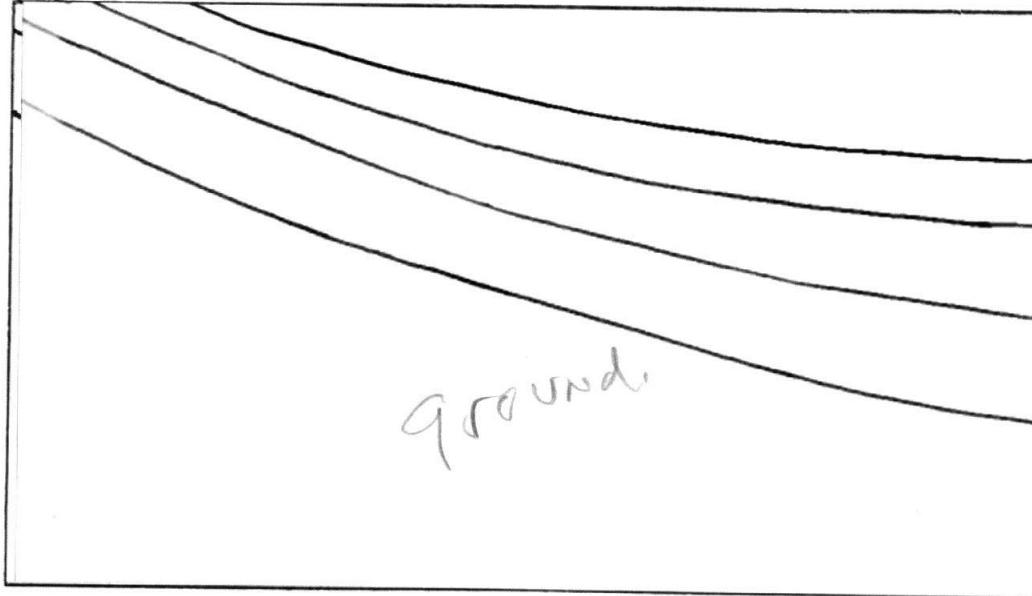
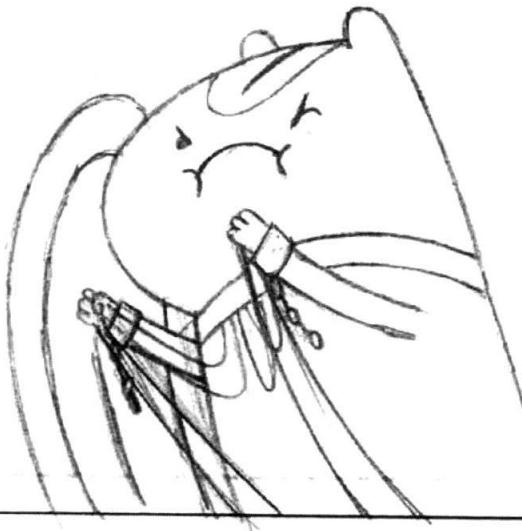
Page 222

222A NEXT

EPISODE #

Production :

1025/162



Dialog:

Action: GORALINA PULLS FORCEFULLY ON
THE STRINGS (THE STRINGS ATTACHED
TO HER COLLAR)

DEC 13 2013

Timing:

ADVENTURE TIME



Sc. 86 cont

Pnl. B

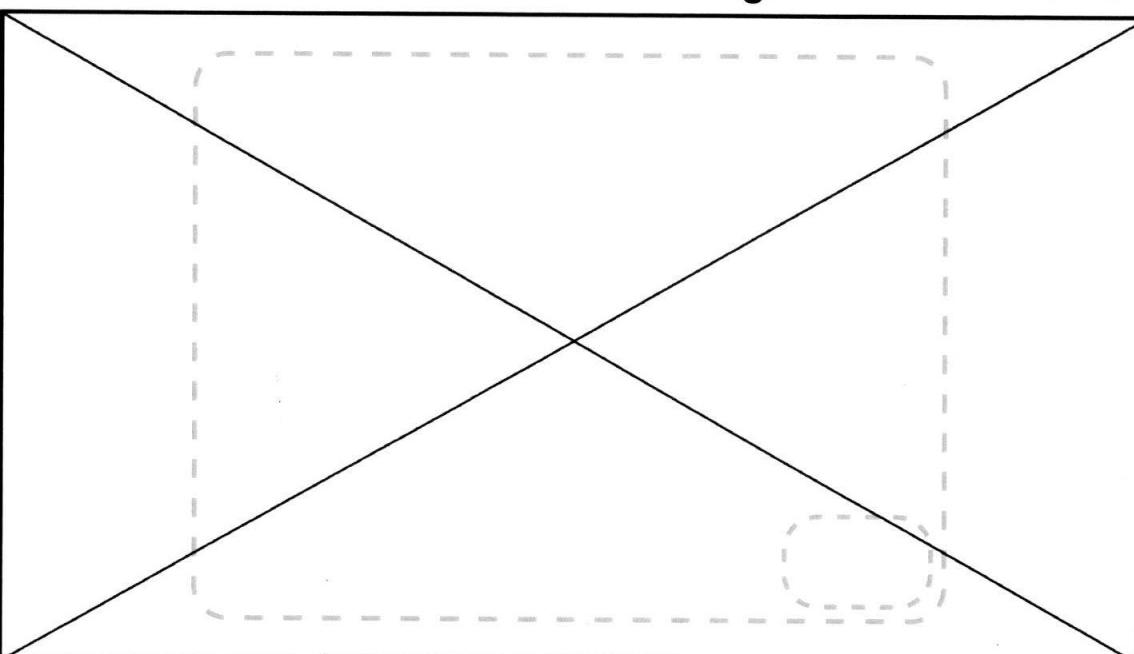
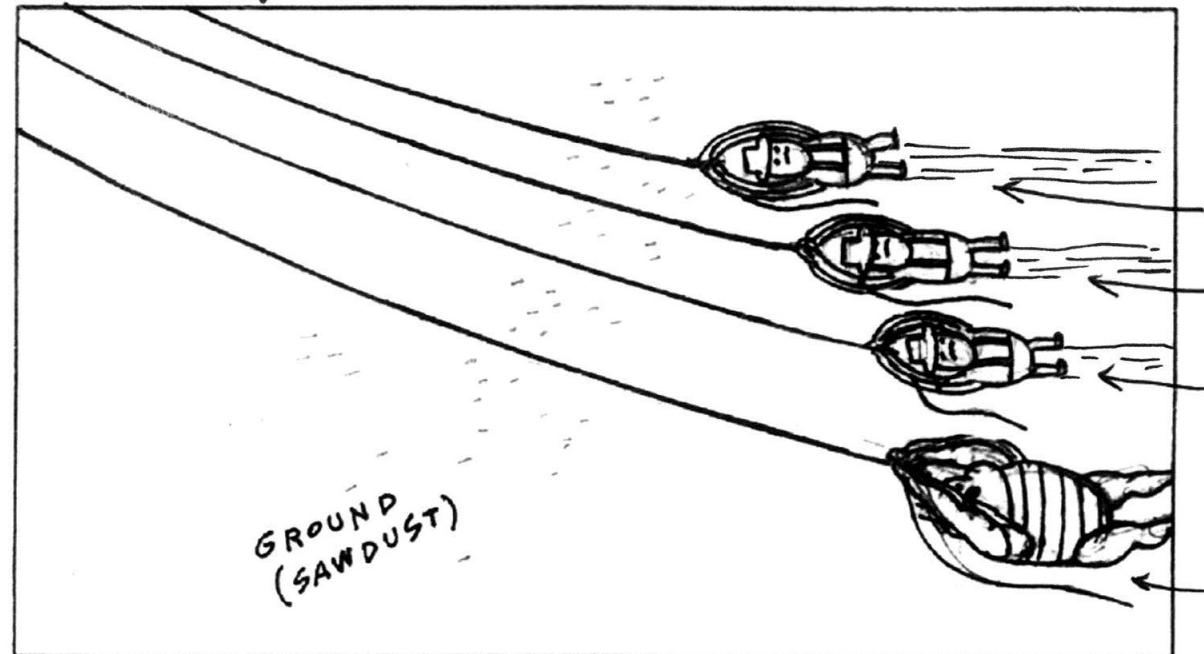
Bg.

day night

Sc.

Page 222A

223 NEXT
day night



Dialog:

Action:
— MUSCLEMAN AND THREE ROUSTABOUTS ARE PULLED
INTO VIEW, STILL HOLDING THE STRINGS.
— NO BG PAN

DEC 13 2013

Timing:

Production:

1025/162

1025/162

1025/162

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ADVENTURE TIME



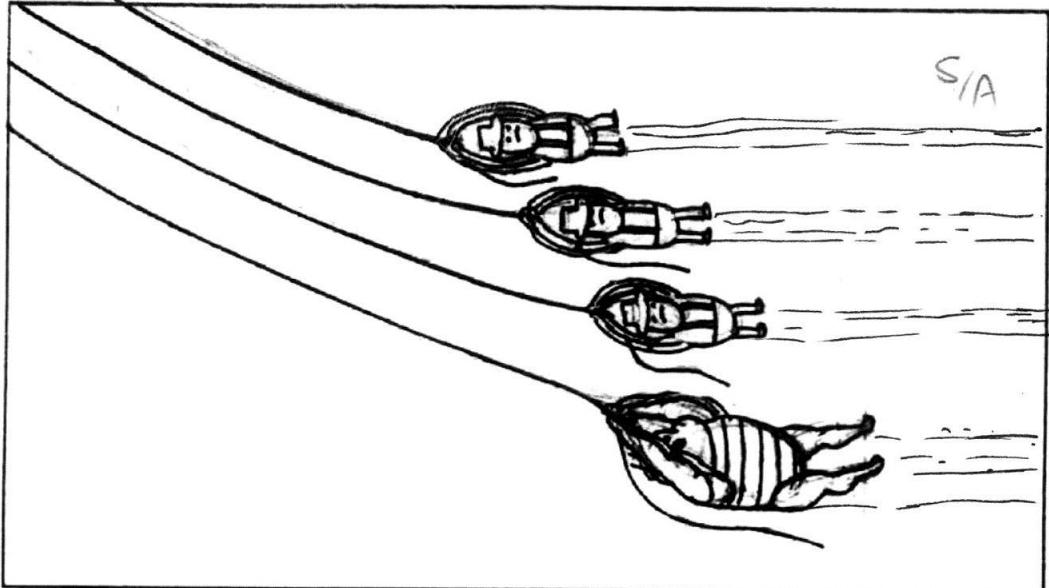
Page 223

Sc. 86 cont

Pnl. C

Bg.

day night

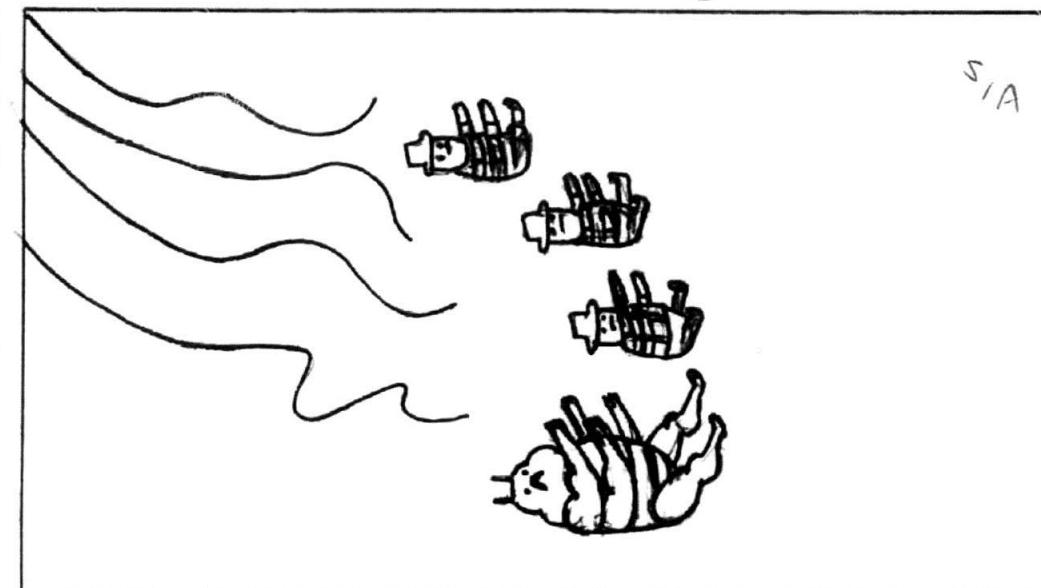


Sc. 86 cont

Pnl. D

Bg.

day night



Dialog:

Action:

THE FOUR CHARS LOSE HOLD OF THE STRINGS,
AND COME TO A STOP.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



224
Page _____

Sc. 86 cont

Pnl. E

Bg.

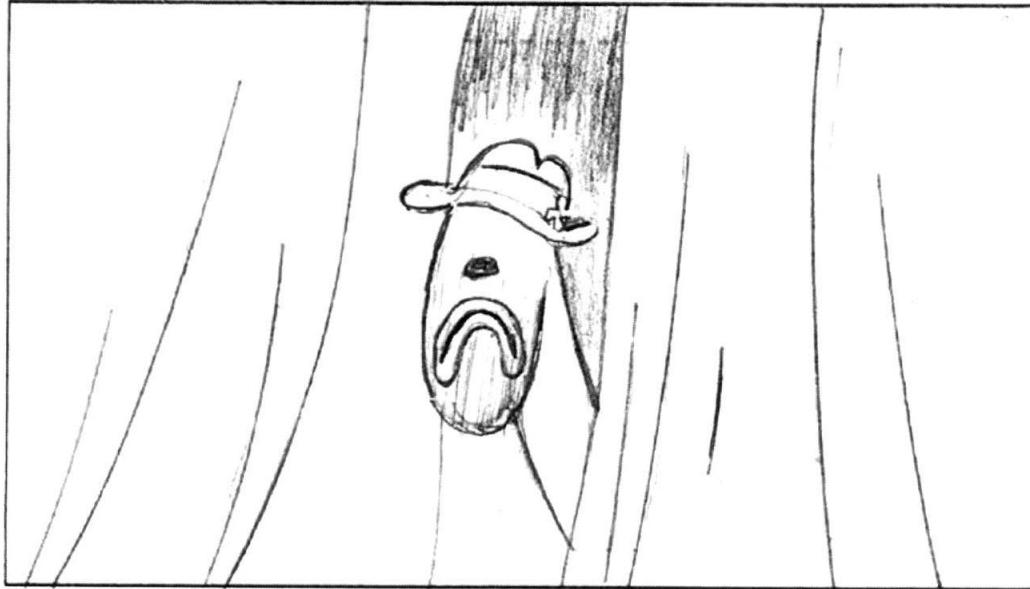
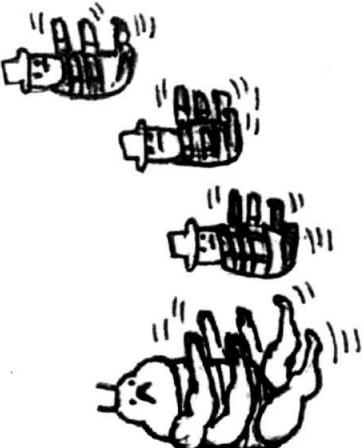
day night

Sc. 86A

Pnl. A

Bg.

day night



Dialog:

Action: THE FOUR CHARS ARE NOW STUCK ON THEIR BACKS. THEY MOVE THEIR ARMS AND LEGS FRANTICALLY.

CLOSE ON BLUE NOSE. HE IS LOOKING AT GORALINA AND IS WORRIED FOR HER SAFETY.

DEC 13 2013

Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc. 86A cont Pnl. B

Bg.

day night

Sc. 86A cont Pnl. C

Bg.

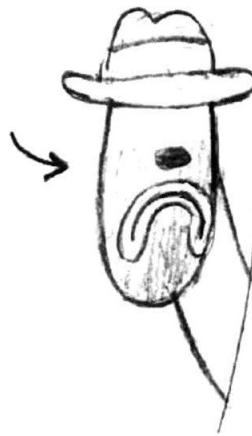
day night

Page 225

Cut



S/A



S/A

Dialog:

Action:

POSE A
BLUE NOSE SHAKES HIS HEAD SADLY.

POSE B

(REPEAT CYCLE.)

Timing:

DEC 13 2013

Production :

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1025/162

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1025/162

1025/162

Cex

ADVENTURE TIME



Page 226

Sc. 87

Pnl. A

Bg.

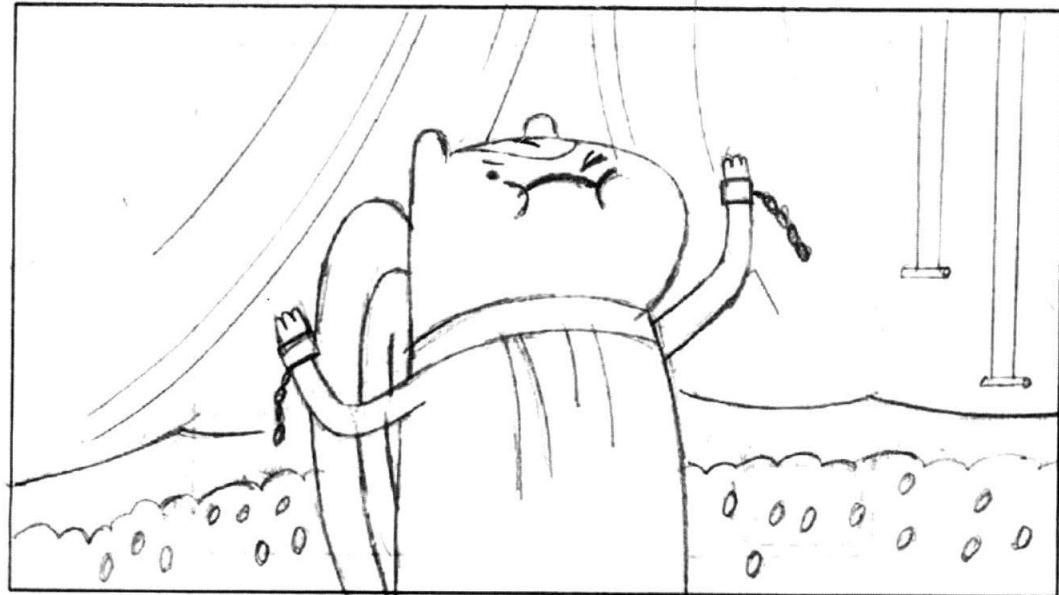
day night

Sc. 87 *cont*

Pnl. B

Bg.

day night



Dialog:

Action: GORALINA PUMPS HER ARMS IN A SHOW OF
MONSTROUS STRENGTH. (SLOWLY IF POSS.)
POSE A

POSE B

DEC 13 2013

Timing:

EPISODE #

Production :

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1025/162

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ADVENTURE TIME



Page 227

Sc. 87 cont

Pnl. C

Bg.

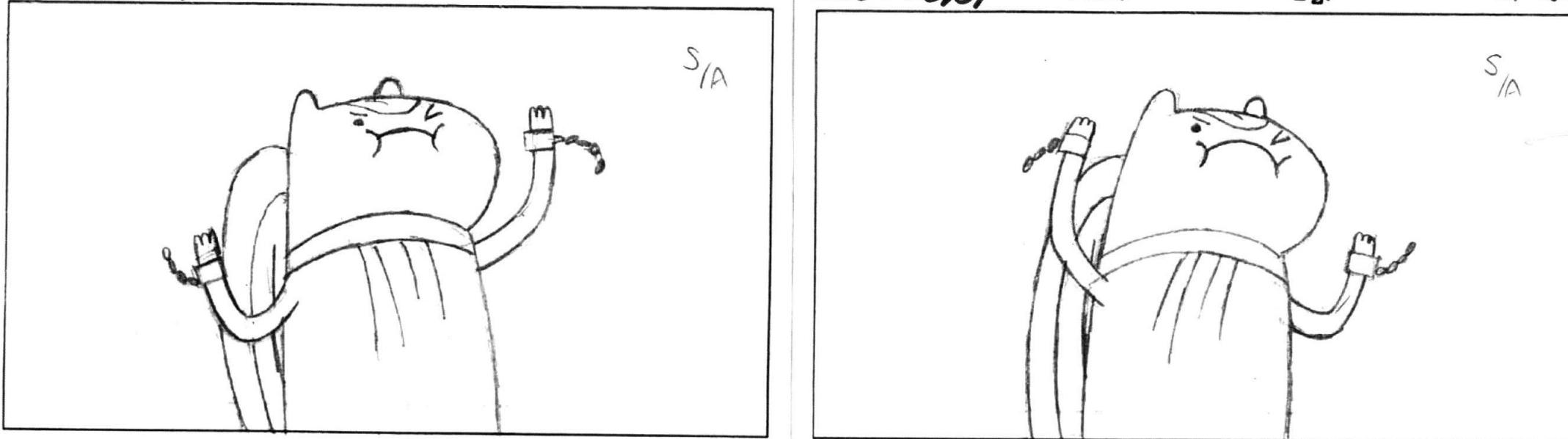
day night

Sc. 87 cont

Pnl. D

Bg.

day night



Dialog:

Action:

POSE A

POSE B

DEC 13 2013

Timing:

EPISODE #

Production:

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ADVENTURE TIME

1025/162

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Sc. 87 cont

Pnl. E

Bg.

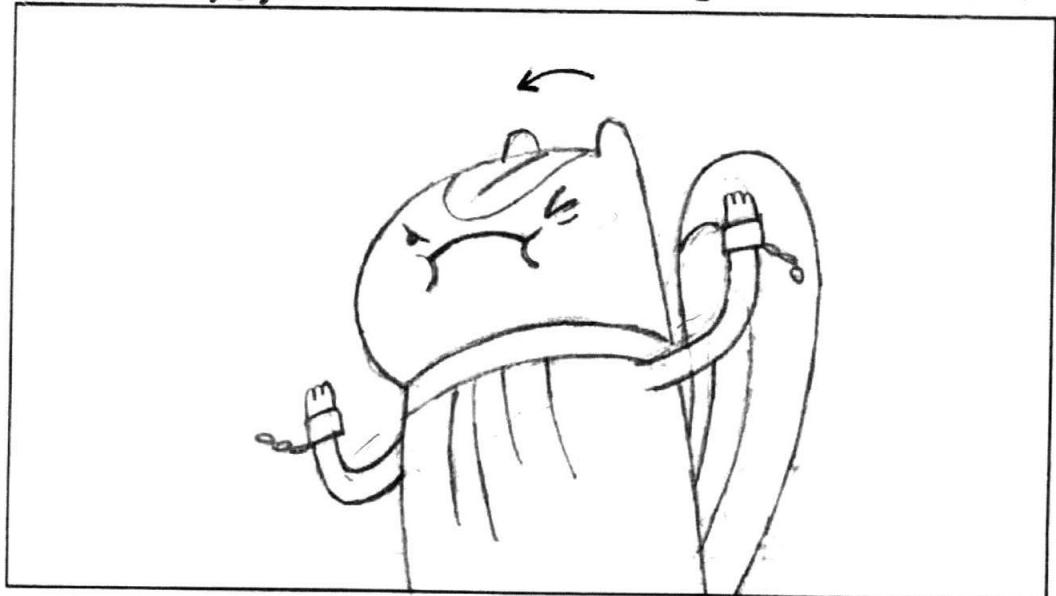


Hu
Cut

228

Dana

day night



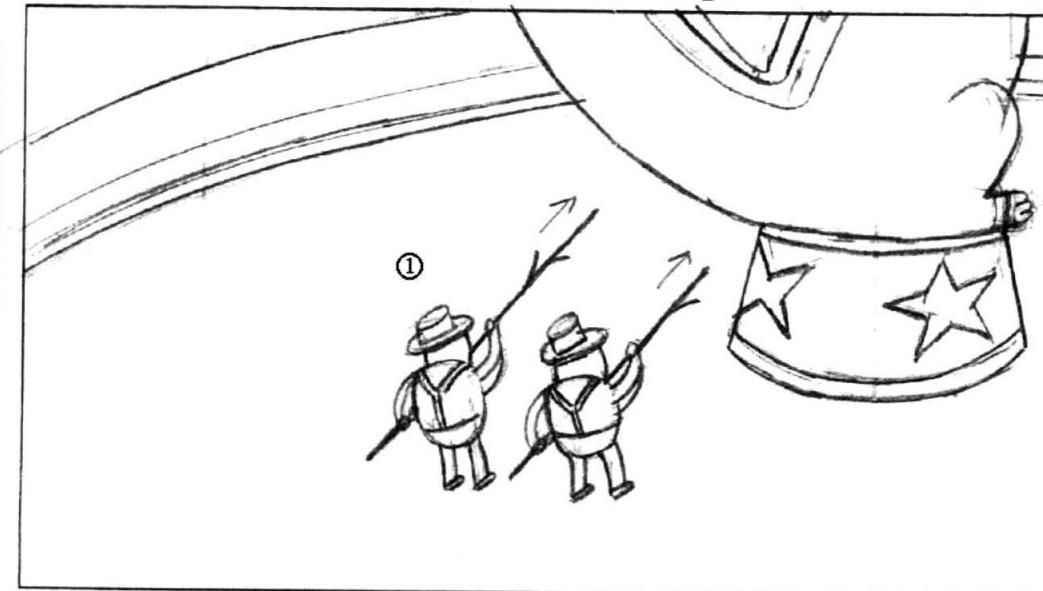
day night

Sc. 88

Pnl. A

Bg.

day night



Dialog:

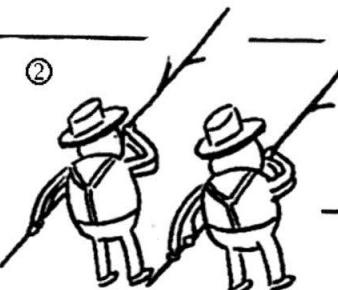
Action:

GORALINA TURNS.

ON THE TWO ROUSTABOUTS WITH STICKS.

DEC 13 2013

Timing:



EPISODE #

Production :

1025/162

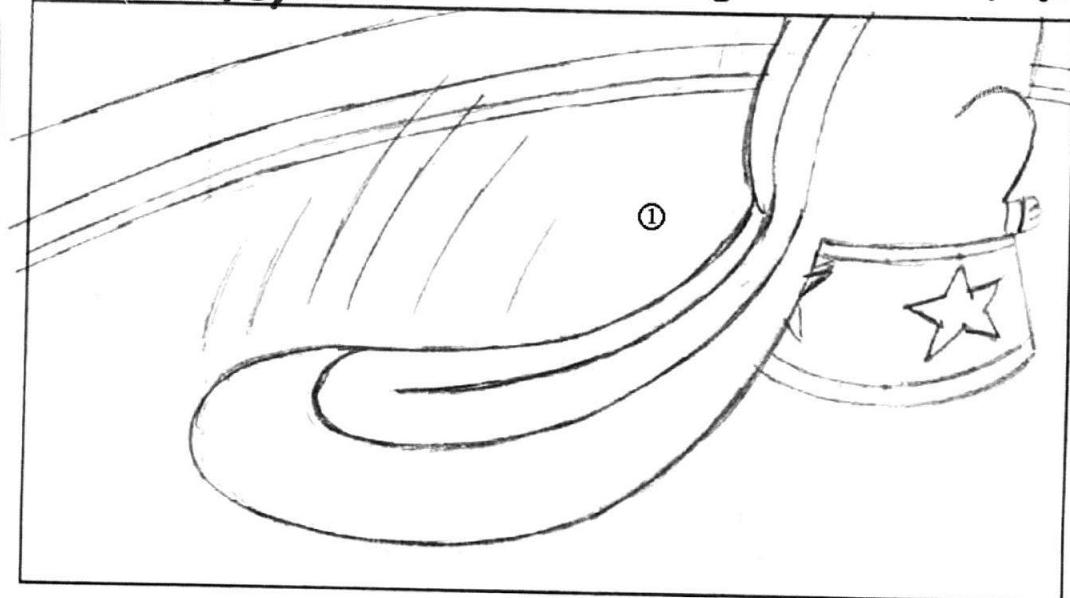
ADVENTURE TIME



Sc. 88 cont Pnl. B

Bg.

day night



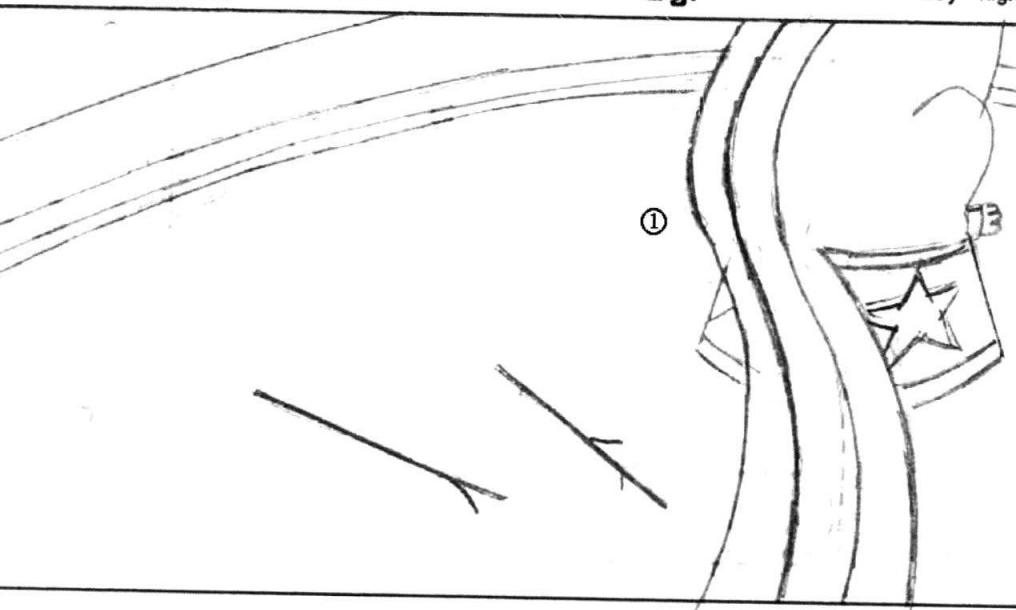
Sc. 88 cont

Pnl. C

Page 229

day night

Hu Art



Dialog:

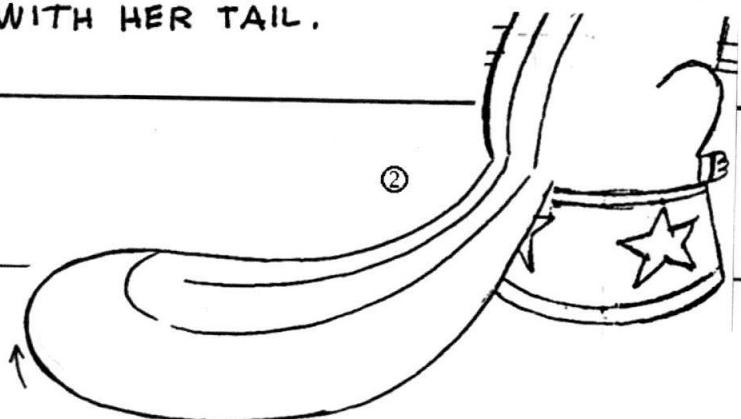
SFX: * SWAKK! *

DEC 13 2013

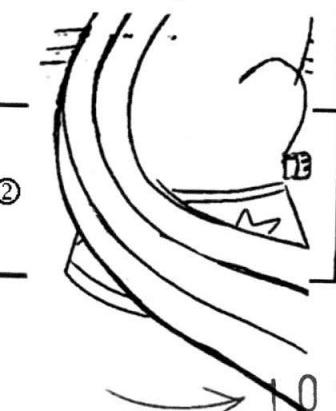
Action:

GORALINA SWIPES THE TWO ROUSTABOUTS WITH HER TAIL.

Timing:



ROUSTABOUTS ARE NOW O.S. (HAVING BEEN SWEPT AWAY).



EPISODE #

Production :

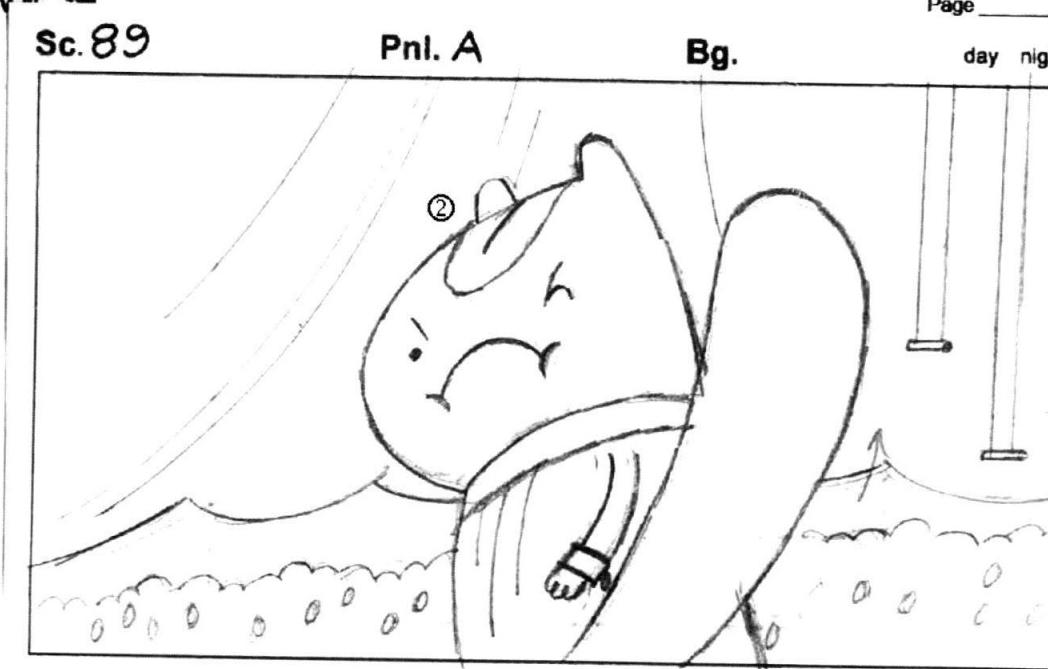
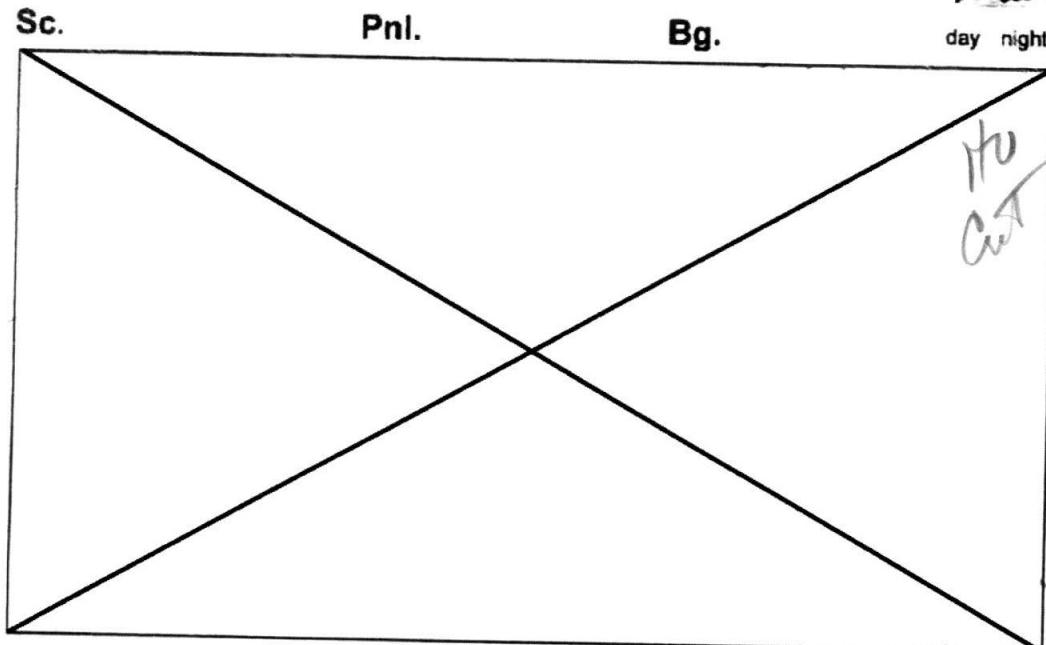
1025/162

1025/162

ADVENTURE TIME



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Page 230

EPISODE #

1025/162

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ADVENTURE TIME



Sc. 89 cont Pnl. B

Bg.

day night

Page 231

day night

Sc. 89 cont

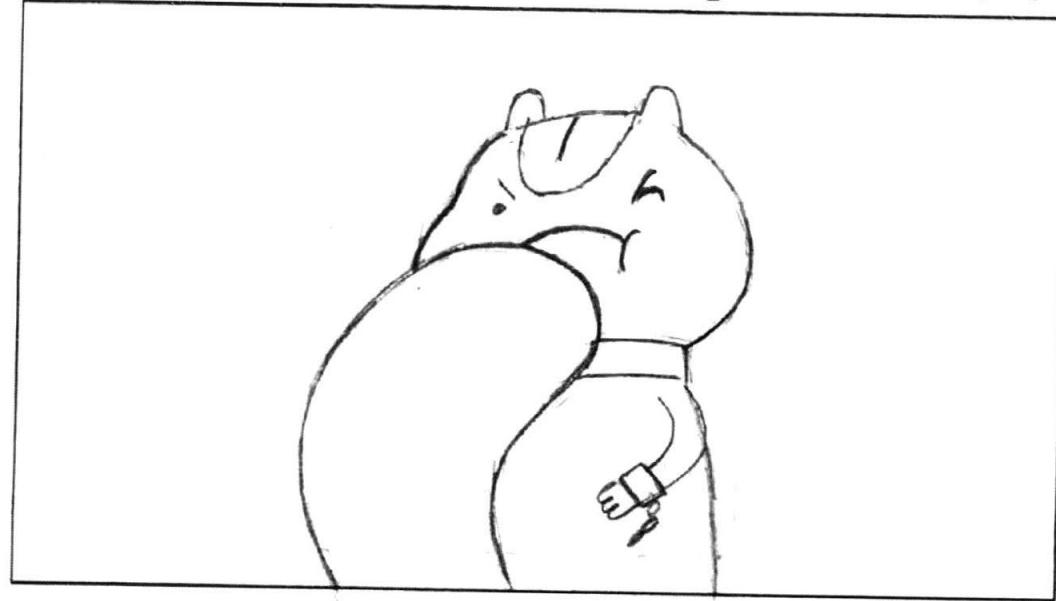
Pnl. C

Bg.

day night

1025/162

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Dialog:

SFX: CRACK! (O.S. WHIP)

Action:

SETTLE GORALINA . . .

. . . INTO A DEFIANT POSE.

DEC 13 2013

Timing:

Production :

1025/162

1025/162

ADVENTURE TIME

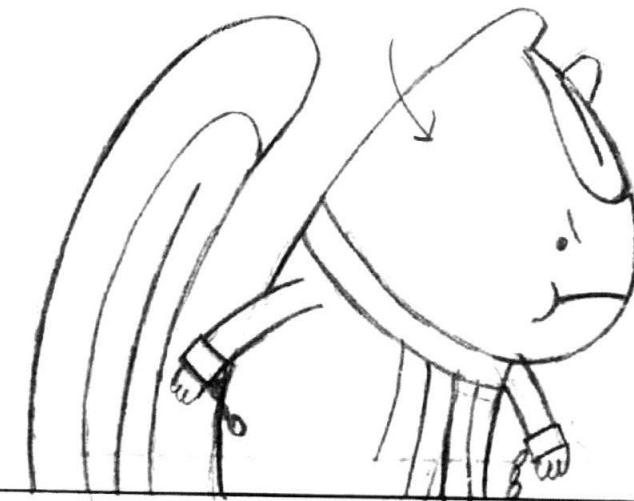
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Sc. 89 cont

Pnl. D

Bg.

day night



Cut

Sc. 90

Pnl. A

Bg.

Page 232

day night



Dialog:

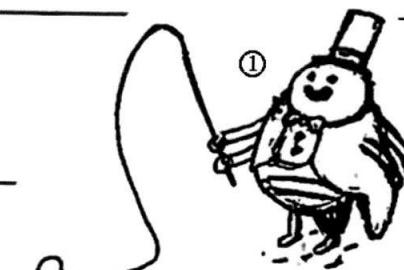
RINGMASTER: Hahaha!

Action: GORALINA LOOKS DOWN TO THE RINGMASTER.

ON RINGMASTER, HAPPY THAT THE ACT IS SO EXCITING.

Timing:

DEC 13 2013



EPISODE #

Production :

1025/162

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ADVENTURE TIME

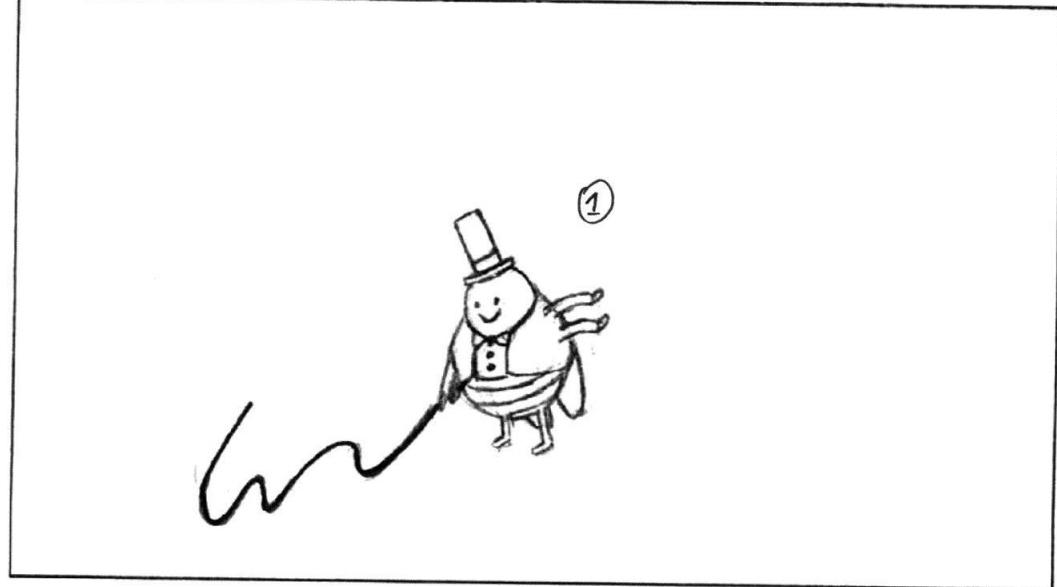


Sc. 90 cont

Pnl. B

Bg.

day night



Sc. 90 cont

Pnl. C

Bg.

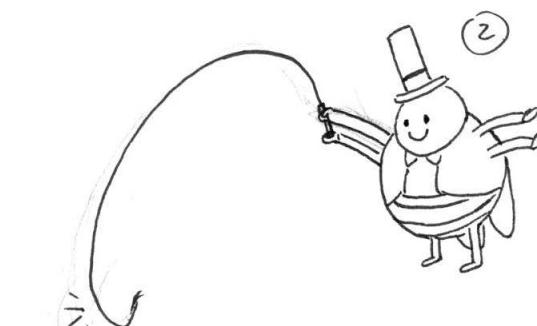
day night



Dialog:

SFX: CRACK!

Action:



Timing:

RINGMASTER: ATTA GIRL! ...

DEC 13 2013

Production :

EPISODE #

1025/162

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ADVENTURE TIME

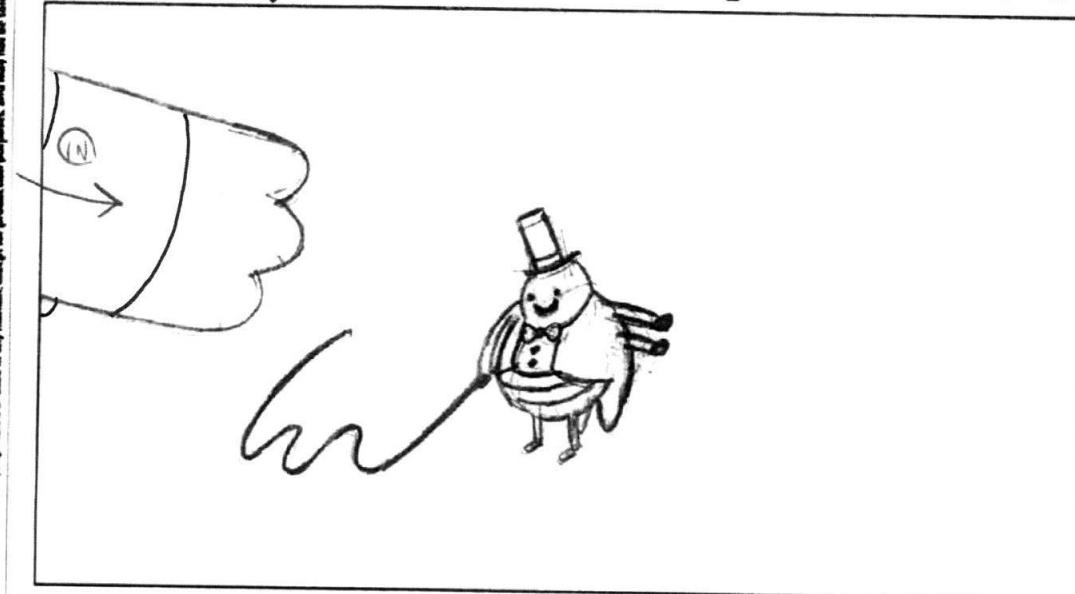
Sc. 90 cont

Pnl. D

Bg.



day night



Sc. 90 cont

Pnl. E

Bg.

Page 234

day night



Dialog:

SFX: CRACK!

Action:

GORALINA'S PAW COMES INTO SCENE.
(SLOWLY IF POSS.)

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

1025/162

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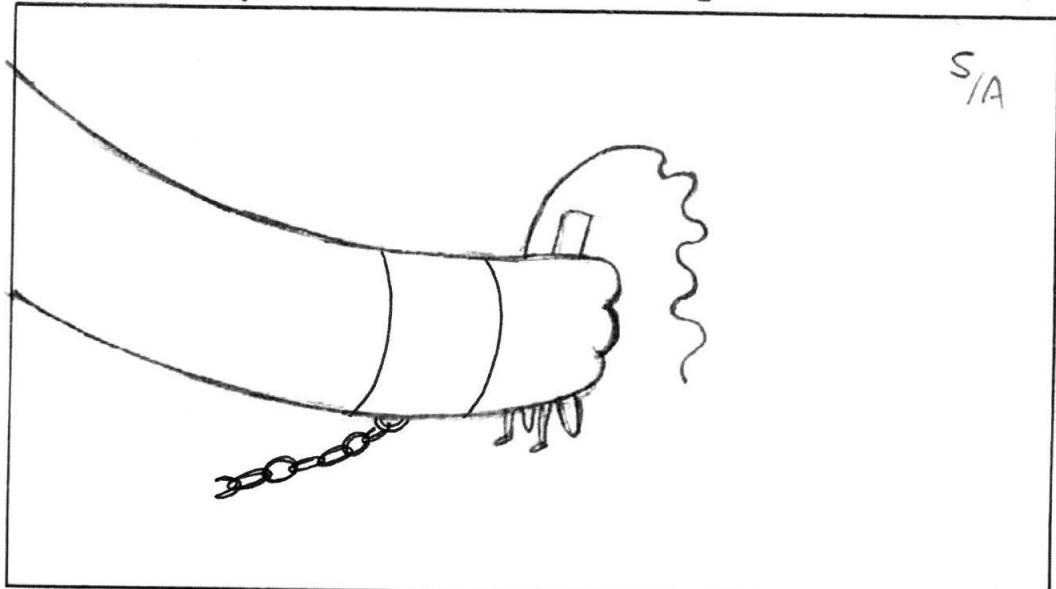
Sc. 90 cont

Pnl. F

Bg.



day night

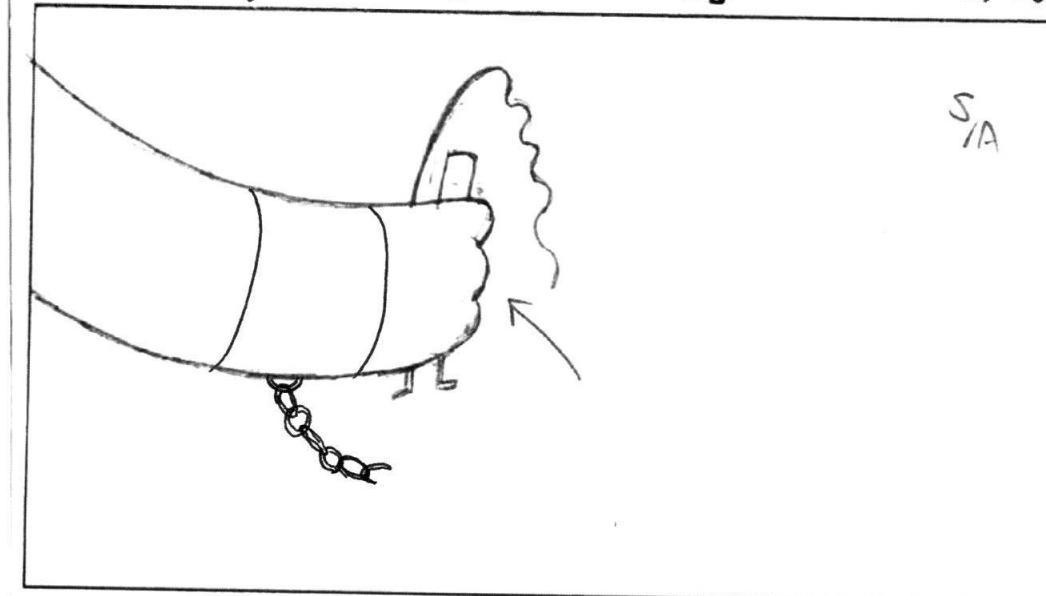


Sc. 90 cont

Pnl. G

Bg.

day night



Dialog:

Action: GORALINA'S PAW GRABS THE RINGMASTER.

GORALINA LIFTS THE RINGMASTER OUT OF THE SCENE.

DEC 13 2013

Timing:

EPISODE #

Production :

235

Page

1025/162

1025/162

ADVENTURE TIME



Sc. 91

236

Pana

day night

Pnl. A

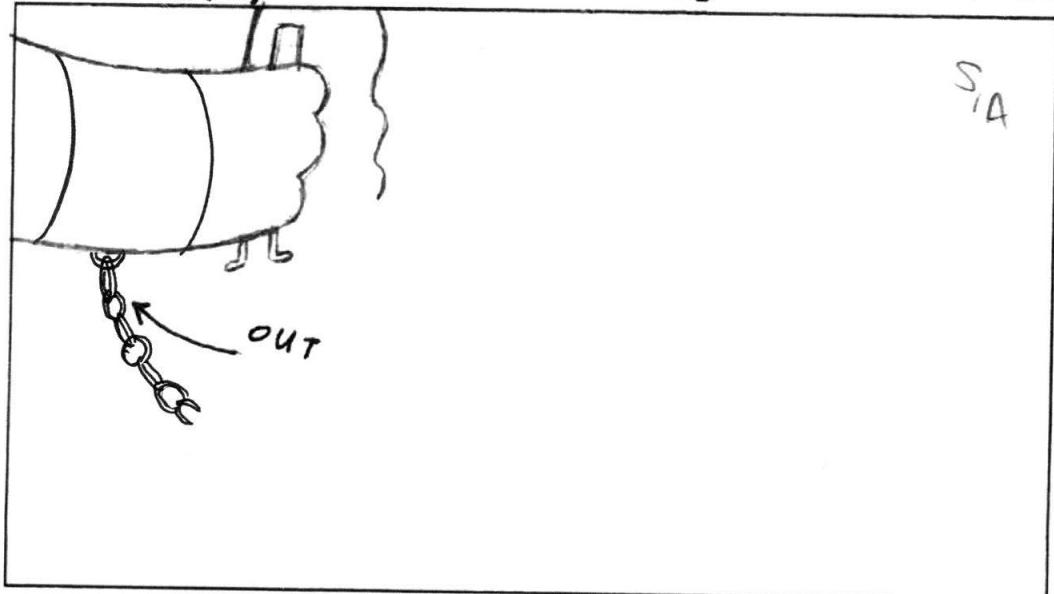
Bg.

day night

Bg.

Pnl. H

Sc. 90 cont



S_A



Dialog:

DEC 13 2013

Action:

SETTLE GORALINA IN A POSE, HOLDING
THE RINGMASTER.

Timing:

EPISODE #

Production :

1025/162



ADVENTURE TIME

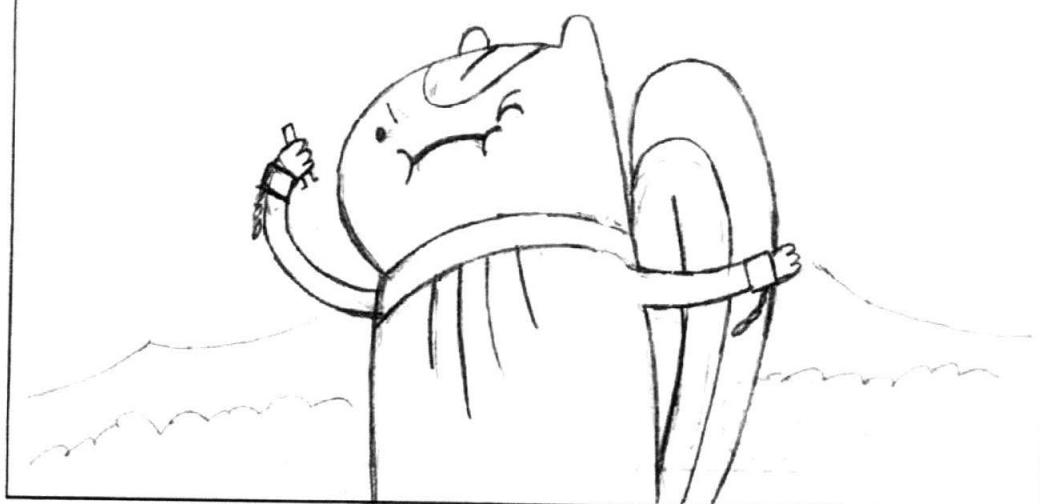


Sc. 91 CONT

Pnl. B

Bg.

day night

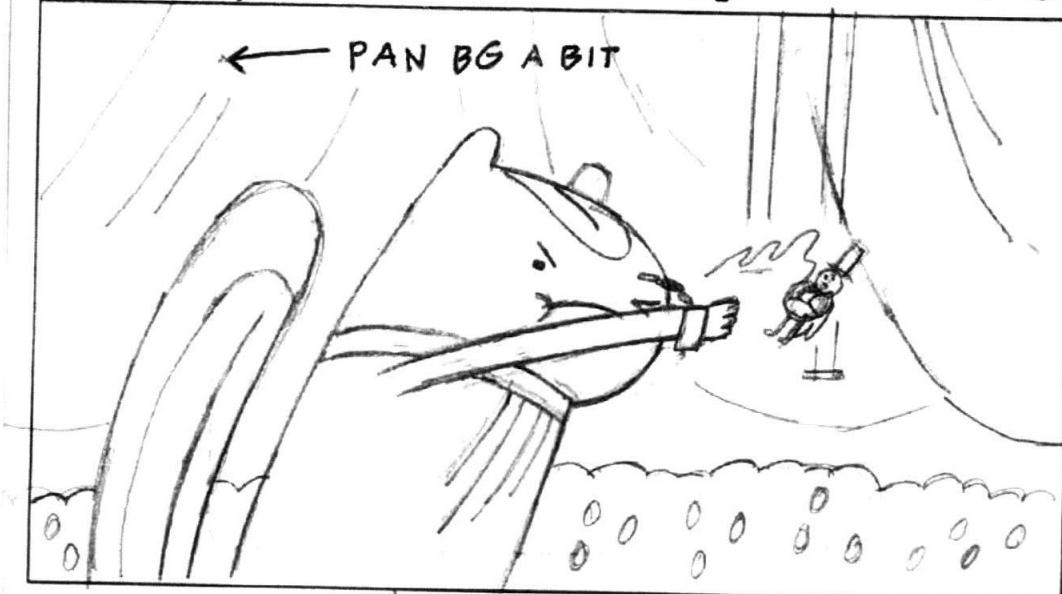


Sc. 91 CONT

Pnl. C

Bg.

day night



Dialog:

Action: ANTIC. THROW

GORALINA THROWS THE RINGMASTER TO O.S.

DEC 13 2013

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 238

Sc. 91 *cont*

Pnl. D

Bg.

day night

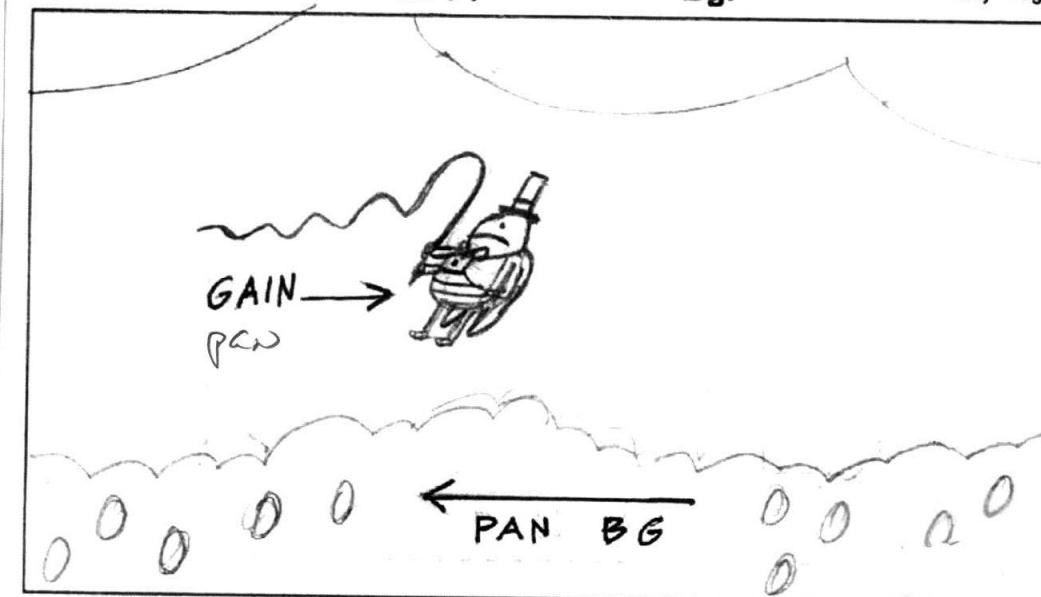


Sc. 92

Pnl. A

Bg.

day night



Dialog:

Action:

(FOLLOW THROUGH)

- ON RINGMASTER FLYING THROUGH THE AIR
- PAN B.G. / GAIN RINGMASTER

DEC 13 2013

Timing:

Production : EPISODE #

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1025/162

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ADVENTURE TIME



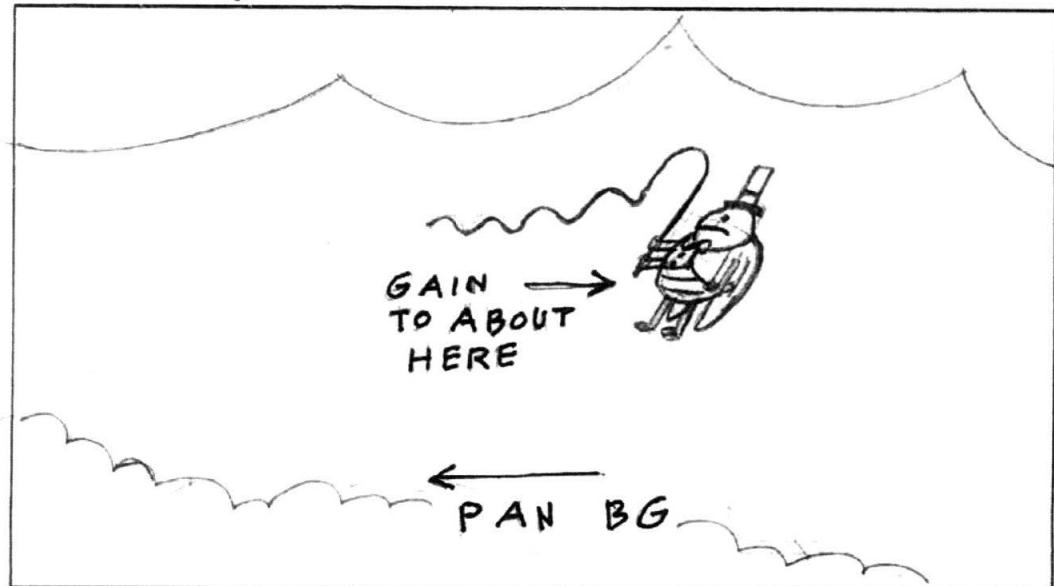
CUT

Sc. 92 cont

Pnl. B

Bg.

day night



Sc. 93

Pnl. A

Bg.

day night



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EPISODE #

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Dialog:

Action:

GORALINA IN A DRAMATIC POSE, HAVING THROWN AWAY THE RINGMASTER.

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ADVENTURE TIME



Sc. 93 cont

Pnl. B

Bg.

day night



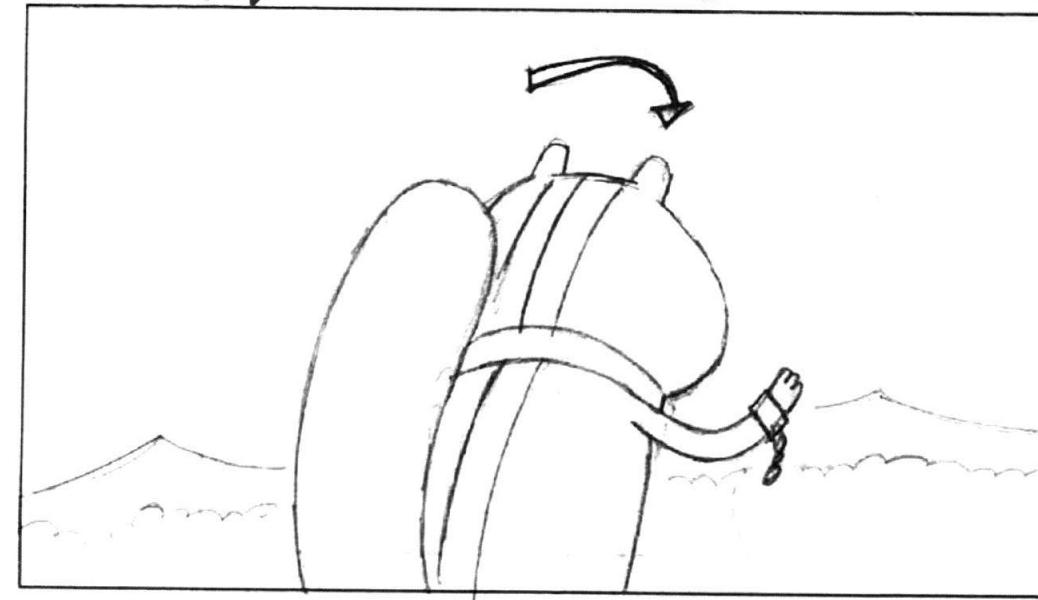
Sc. 93 cont

Pnl. C

Bg.

day night

Page 240
Cut



Dialog:

SFX: *THOAM THOAM THOAM*

Action:

INTO TURN

GORALINA TURNS HER ATTENTION TO
THE BUG AUDIENCE.

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Timing:

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ADVENTURE TIME



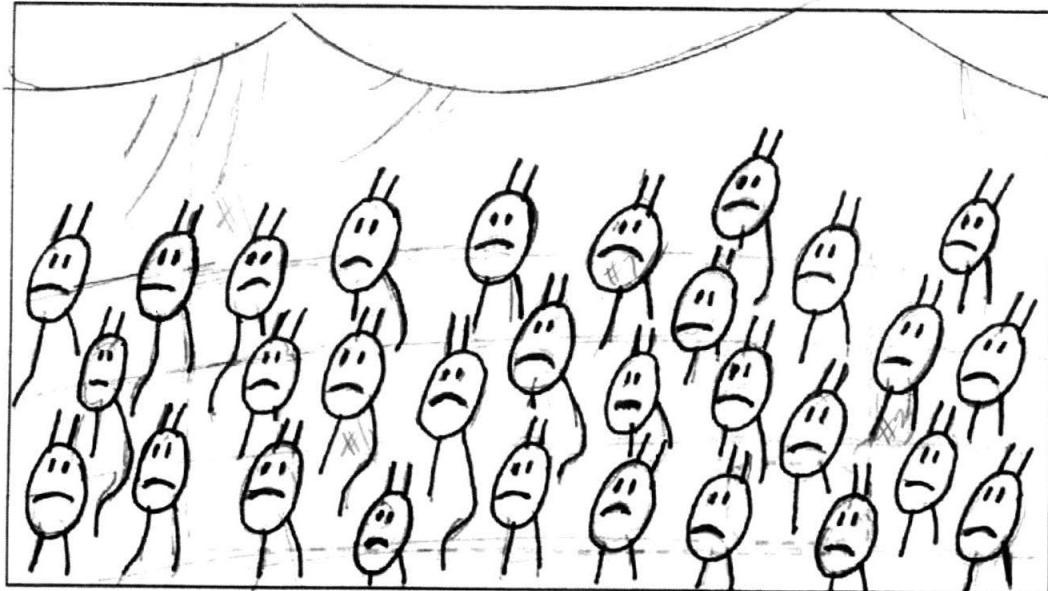
241
Page

Sc. 94

Pnl. A

Bg.

day night

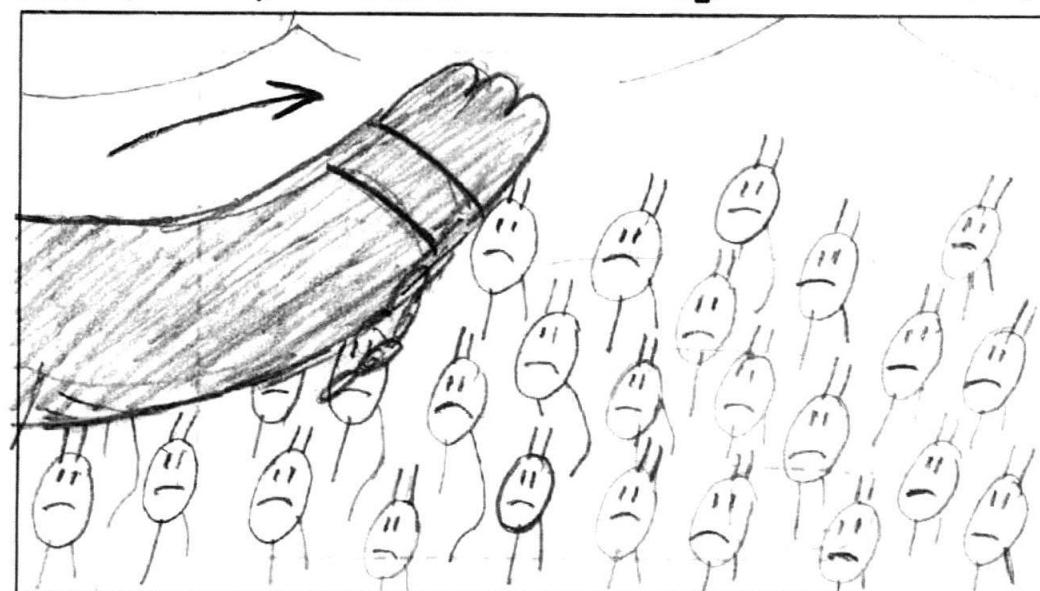


Sc. 94 cont

Pnl. B

Bg.

day night



Dialog:

Action: ON AUDIENCE, LOOKING WORRIED AND STUNNED.

ENTER GORALINA'S GIGANTIC ARM
(SLOWLY IF POSS.)

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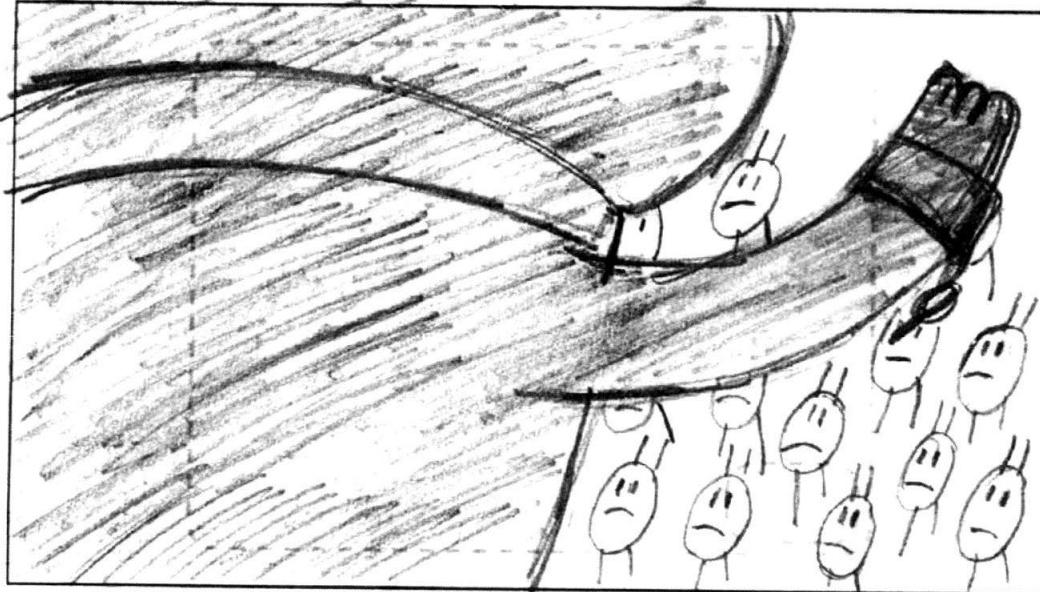
ADVENTURE TIME



Sc. 94 cont Pnl. C

Bg.

day night



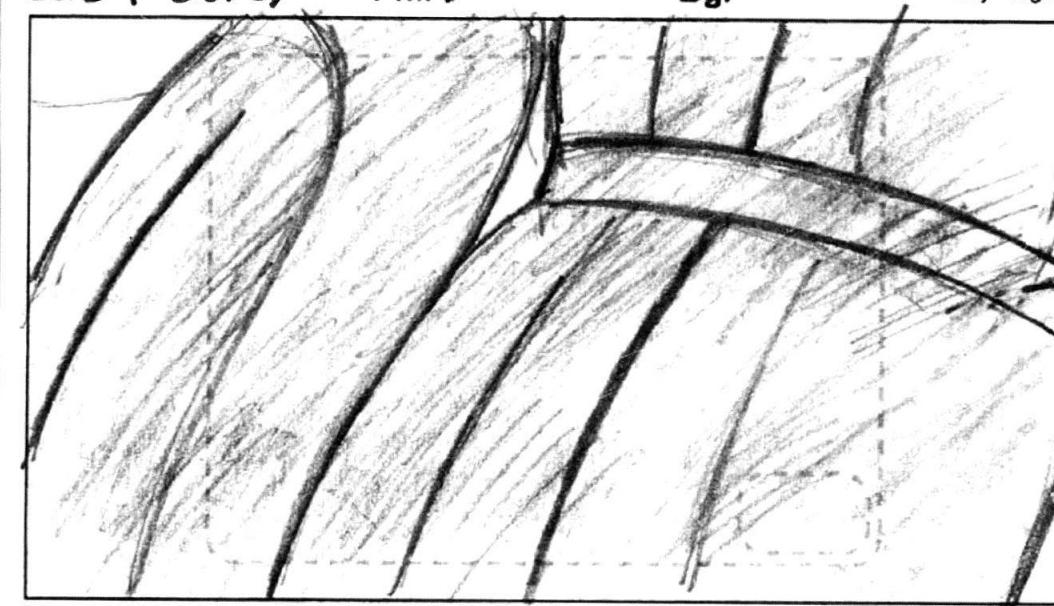
Page 242

Sc. 94 cont

Pnl. D

Bg.

day night



Dialog:

Action: ENTER GORALINA

- GORALINA FILLS MOST OF THE SCREEN.
- BUGS ARE NOW HIDDEN FROM CAMERA.

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Timing:

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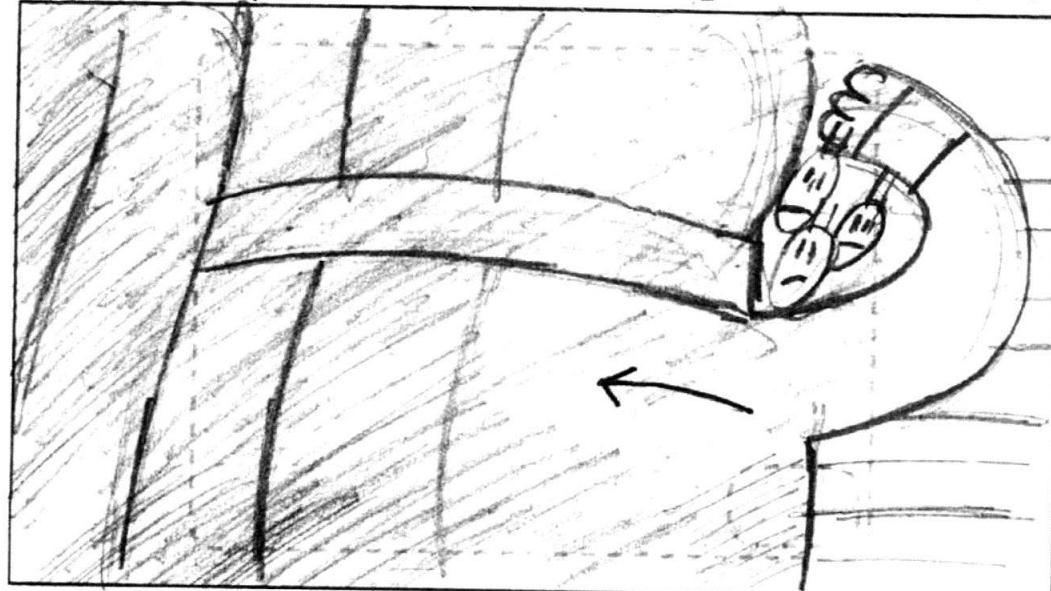
Page 243

Sc. 94 cont

Pnl. E

Bg.

day night

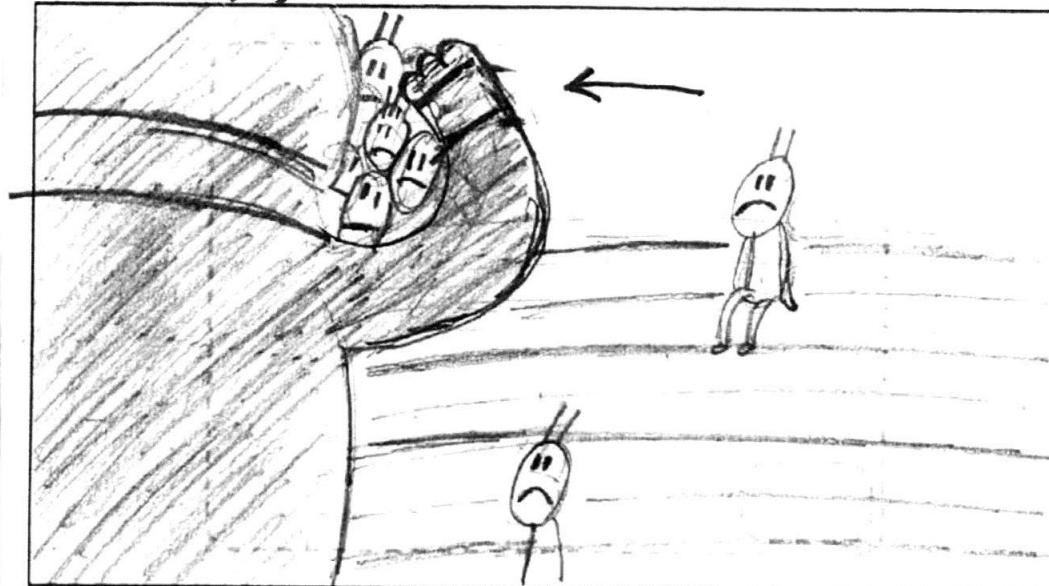


Sc. 94 cont

Pnl. F

Bg.

day night



Dialog:

Action: GORALINA MOVES ACROSS SCREEN,
GATHERING BUGS...

ONLY A COUPLE OF BUGS ARE LEFT BEHIND.

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ADVENTURE TIME



Sc. 94 cont

Pnl. G

Bg.

day night

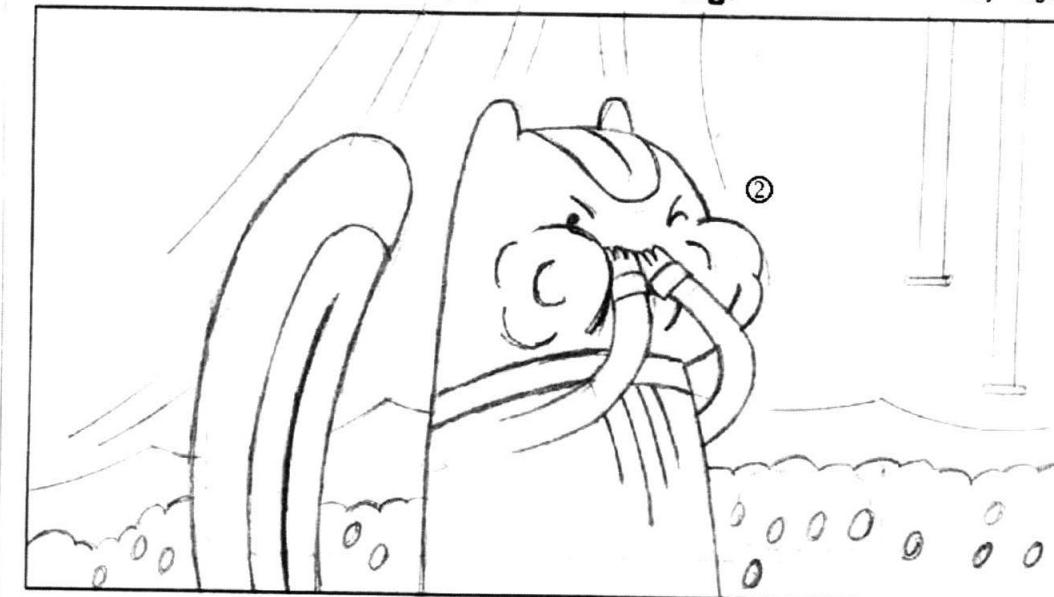
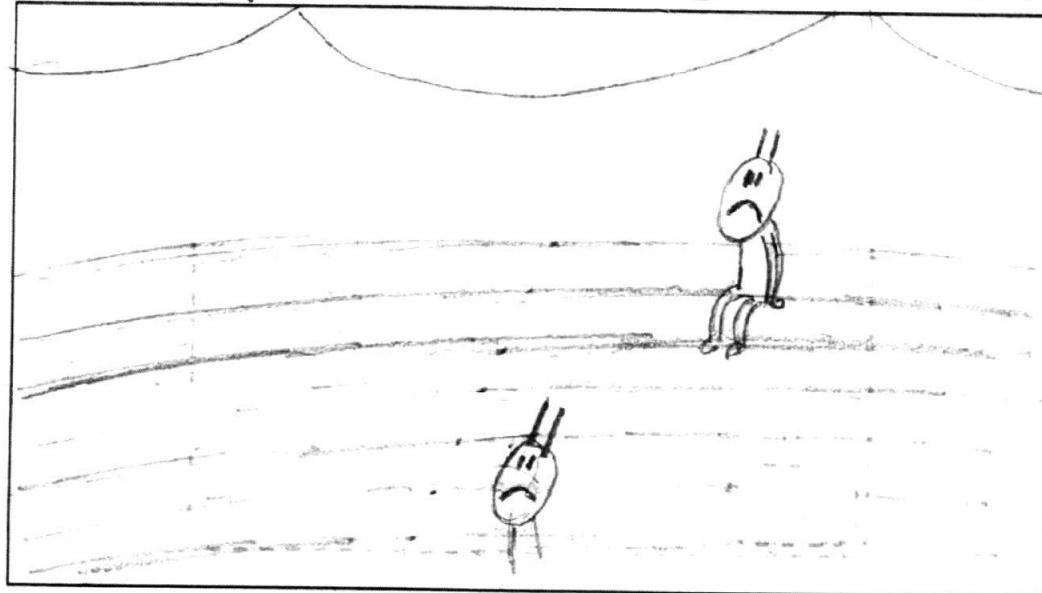
Sc. 95

Pnl. A

Bg.

day night

Page 244

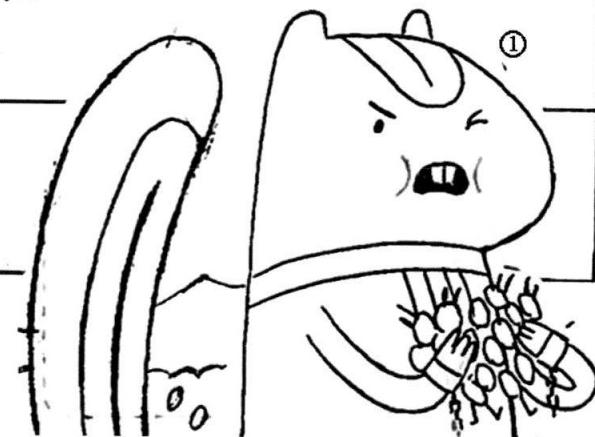


Dialog:

Action:

Timing:

ON GORALINA, CRAMMING BUGS INTO
HER CHEEKS. DEC 13 2013



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ADVENTURE TIME



Sc. 95 cont

Pnl. B

Bg.

day night

Sc. 95 cont

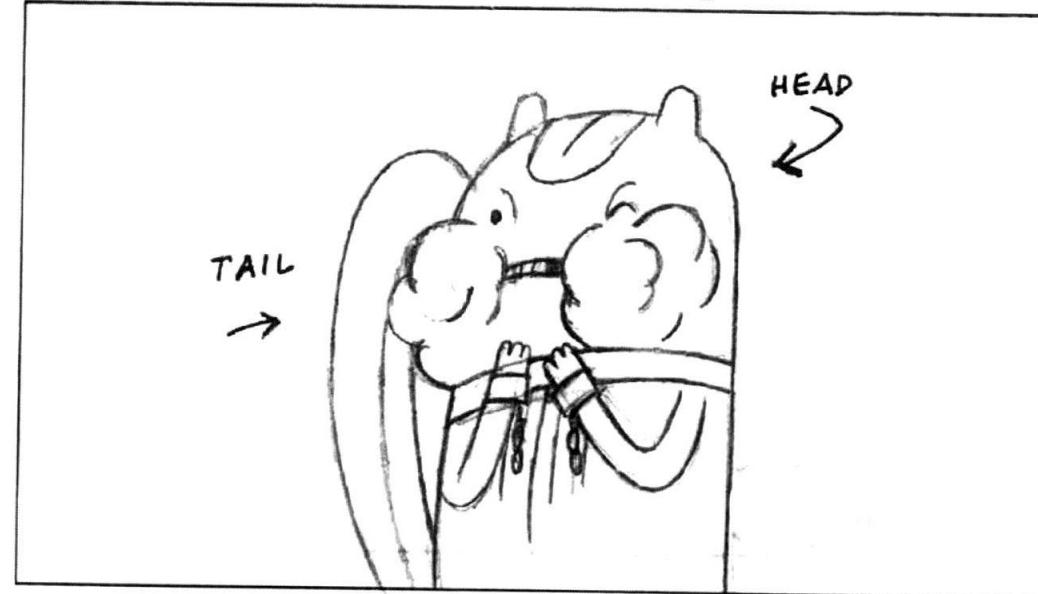
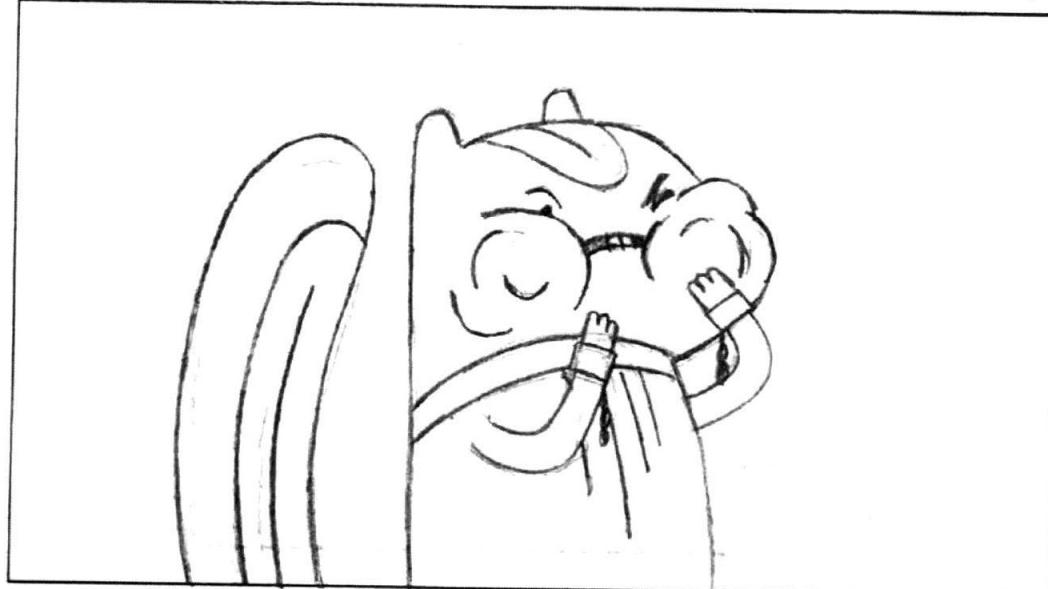
Pnl. C

Bg.

Page 245

day night

Cut



Dialog:

Action: GORALINA REMOVES HER PAWS FROM HER MOUTH.

GORALINA TURNS, LOOKING FOR MORE PREY.

DEC 13 2013

Timing:

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ADVENTURE TIME

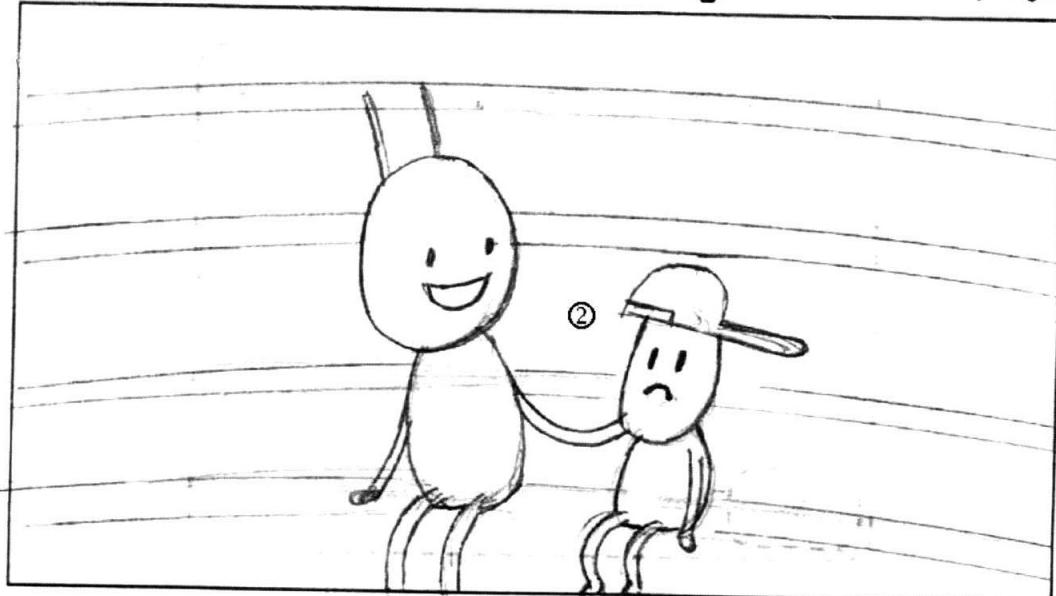


Sc. 95A

Pnl. A

Bg.

day night



Dialog:

DAD BUG: DON'T WORRY, JUNIOR,

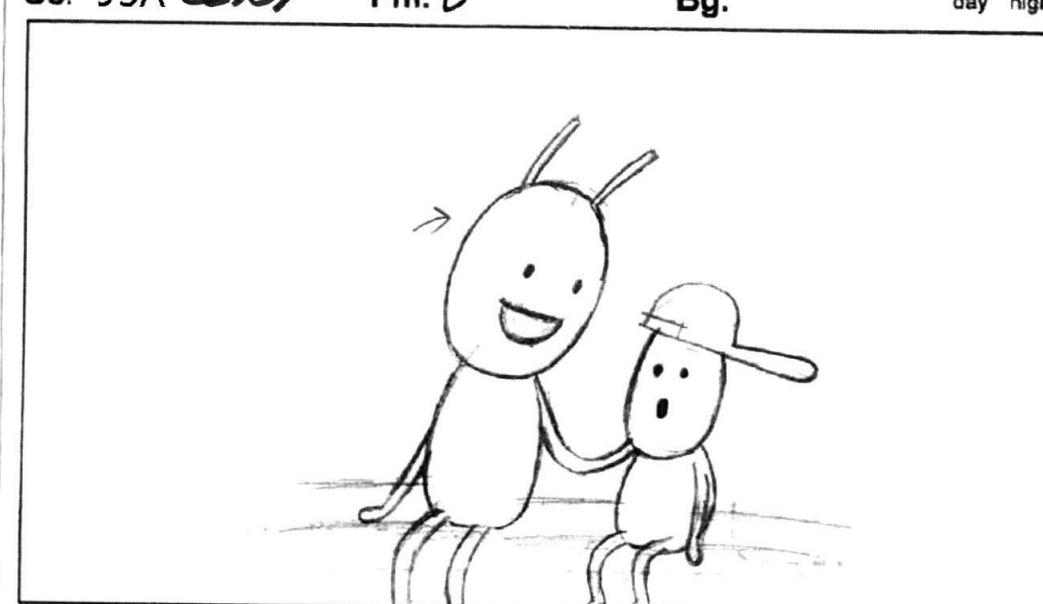
Sc. 95A cont

Pnl. B

Bg.

Page 246

day night



Action:

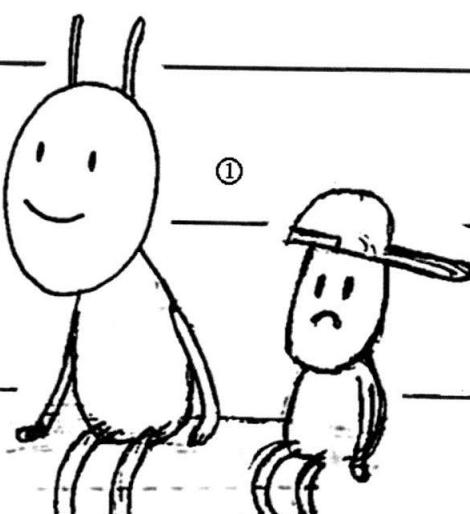
ON DAD BUG AND SON BUG.

DEC 13 2013

Timing:

EPISODE #

Production:



ADVENTURE TIME

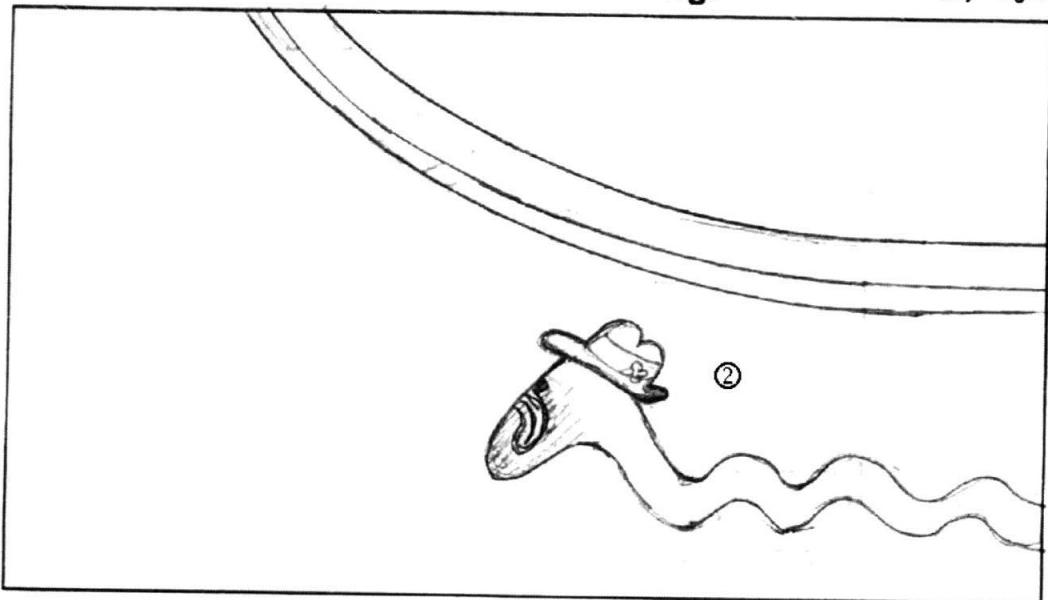


Sc. 96

Pnl. A

Bg.

day night

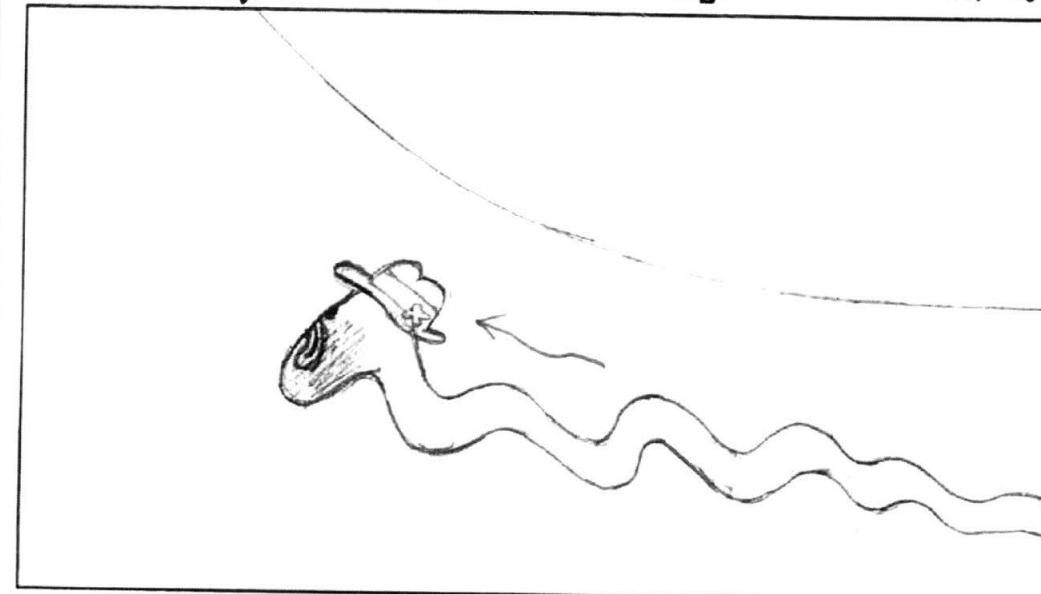


Sc. 96 cont

Pnl. B

Bg.

day night

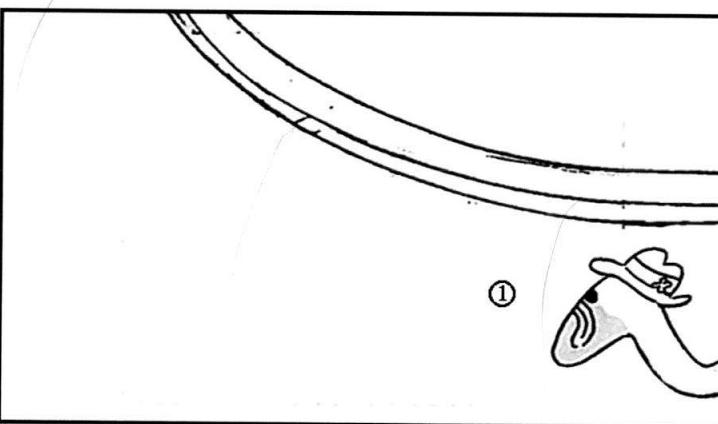


Dialog:

Action: ON BLUE NOSE, RUNNING AROUND THE
PERFORMANCE RING.

Timing:

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Page _____

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ADVENTURE TIME



Cut

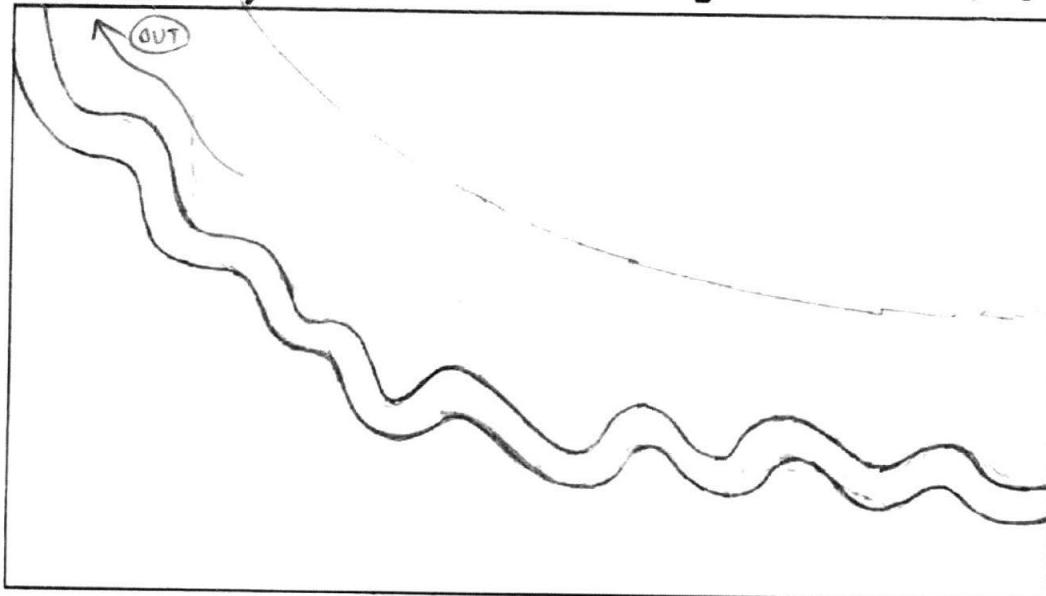
Page 248

Sc. 96 *CONT*

Pnl. C

Bg.

day night

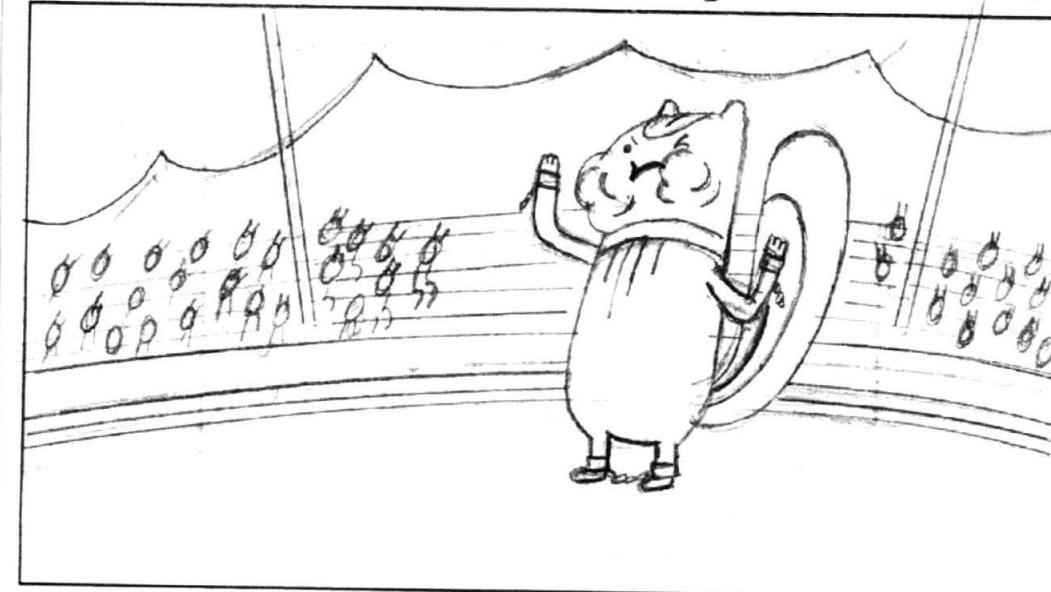


Sc. 97

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

WIDE ON GORALINA, PUMPING ARMS IN THE
'INTIMIDATING MONSTER' CYCLE.

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Sc. 97 *cont*

Pnl. B

Bg.

day night

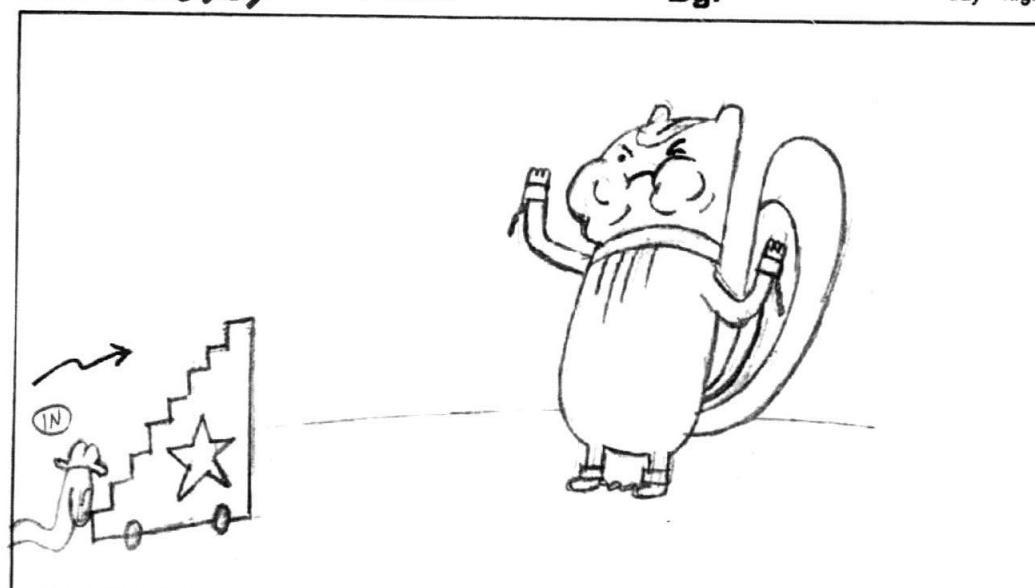
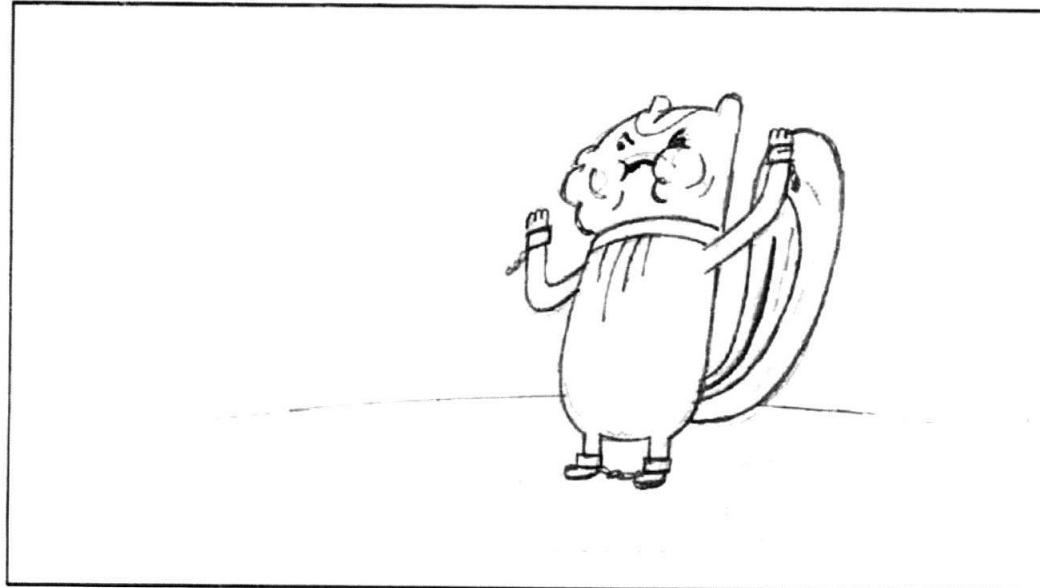
Sc. 97 *cont*

Pnl. C

Bg.

day night

Page 249



Dialog:

Action:

ENTER BLUE NOSE, QUICKLY, PUSHING THE
MOVEABLE STAIRS (FROM THE SNAIL
ROUTINE, SC. 42)

DEC 13 2013

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 250

Sc. 97 cont

Pnl. D

Bg.

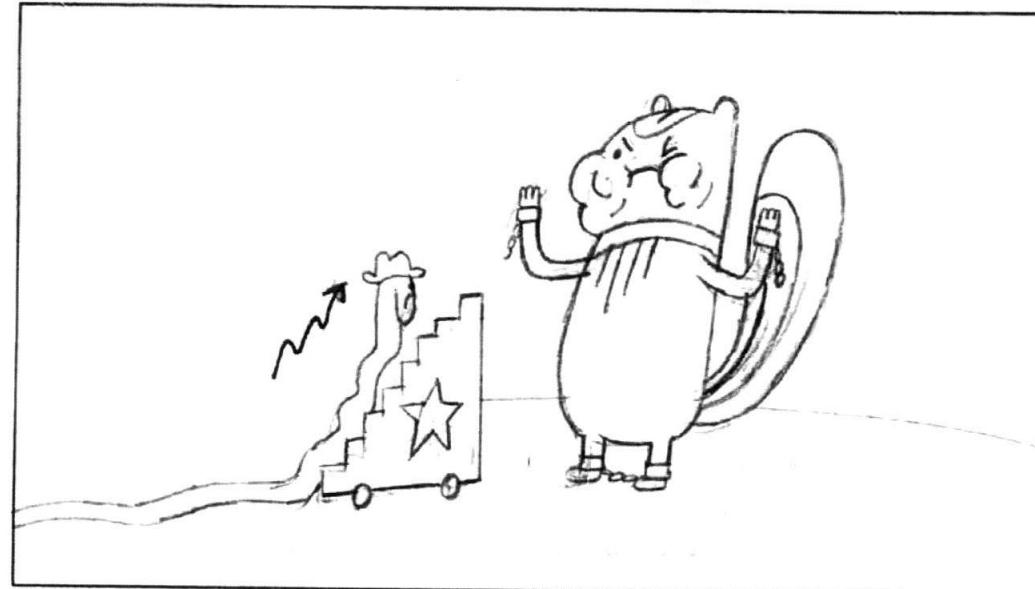
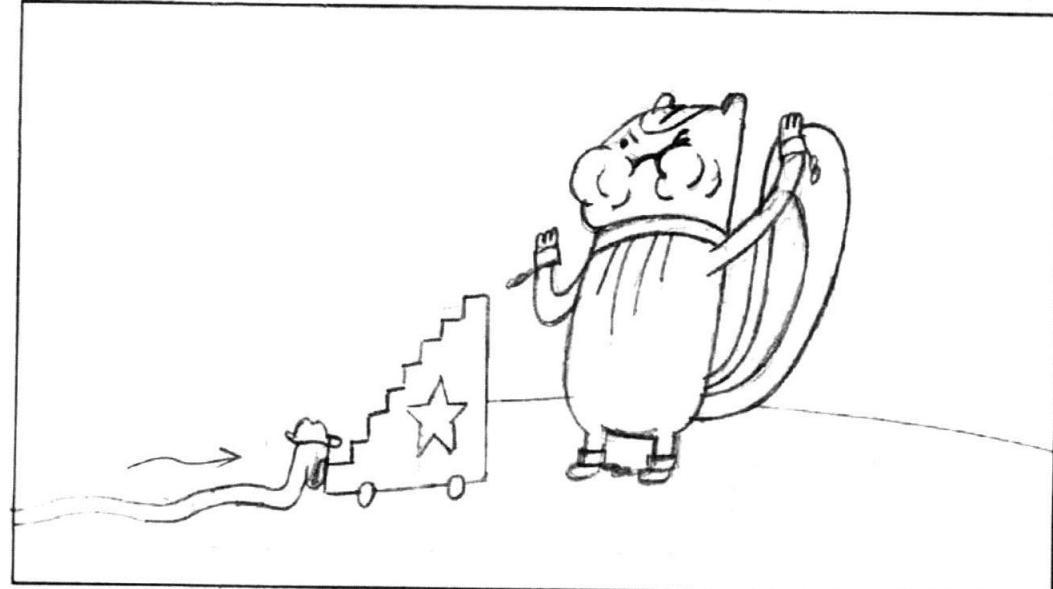
day night

Sc. 97 cont

Pnl. E

Bg.

day night



1025/162

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Dialog:

Action: B.N. BRINGS STAIRS TO A STOP.

BLUE NOSE CLIMBS STAIRS QUICKLY.

DEC 13 2013

Timing:

EPISODE #

Production :

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ADVENTURE TIME

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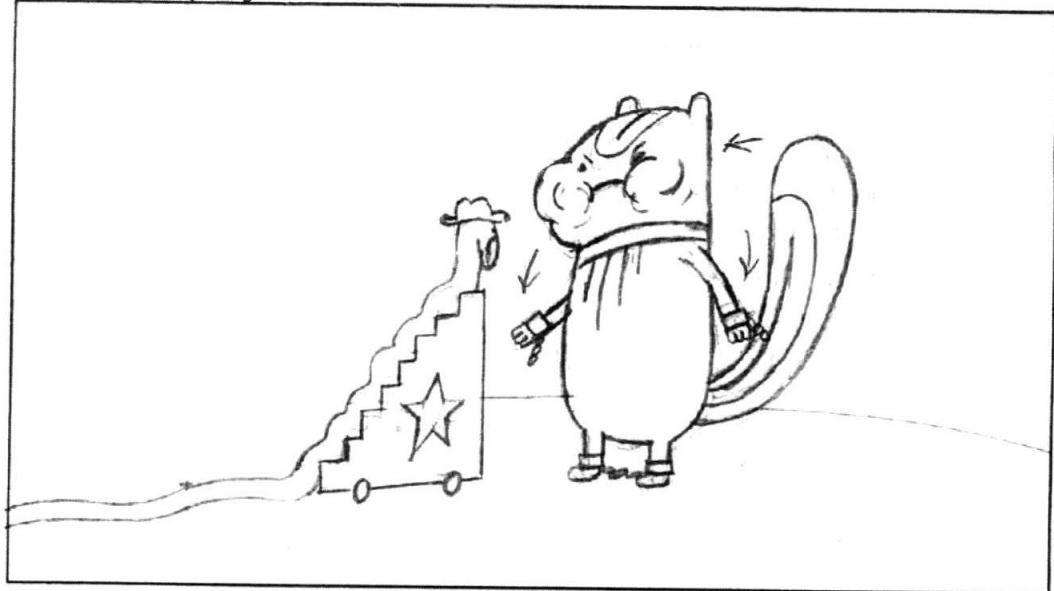
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Sc. 97 cont

Pnl. F

Bg.

day night



Sc. 97A

Pnl. A

Bg.

day night



Dialog:

Action:
- BLUE NOSE STOPS AT THE TOP OF THE STAIRS.
- GORALINA TURNS TO LOOK AT BLUE NOSE.

ON GORALINA, LOOKING AT O.S. BLUE NOSE.

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Timing:

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ADVENTURE TIME

Sc. 97A

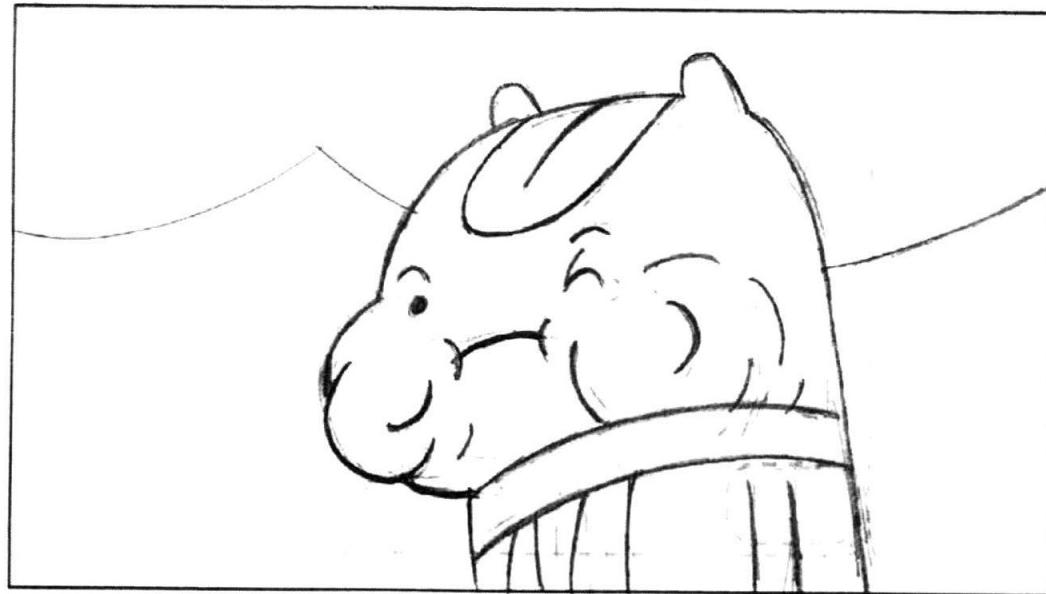
cont

Pnl. B

Bg.



day night



Dialog:

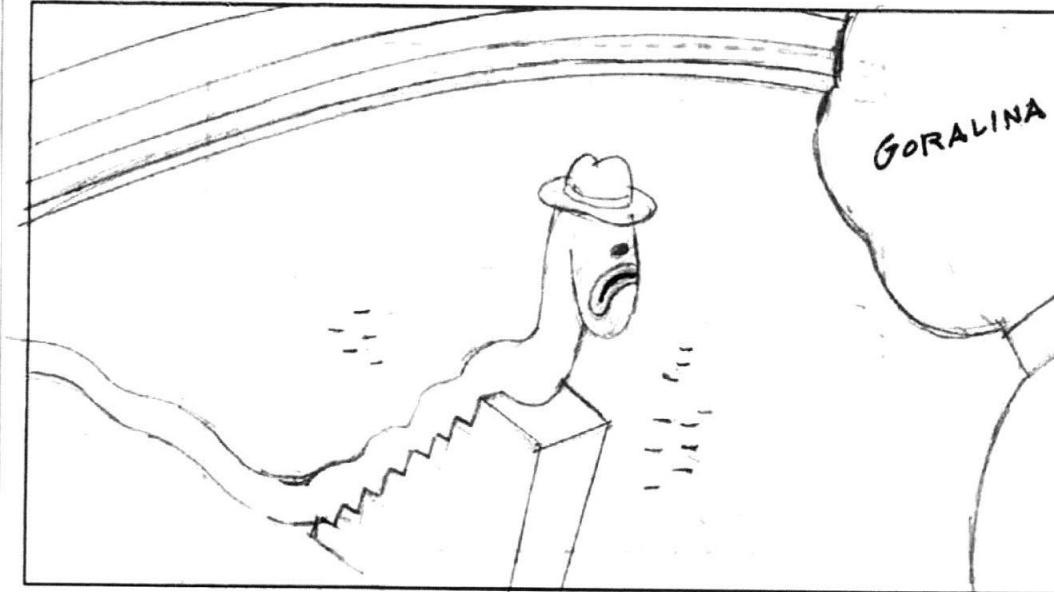
Action: GORALINA SHIFTS INTO A SLIGHTLY CURIOUS EXPRESSION.

Sc. 98

Pnl. A

Bg.

day night



Timing:

GORALINA
ON BLUE NOSE (LOOKING DOWN ON HIM).

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ADVENTURE TIME

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Sc. 98 cont

Pnl. B

Bg.



day night

Sc. 98 cont

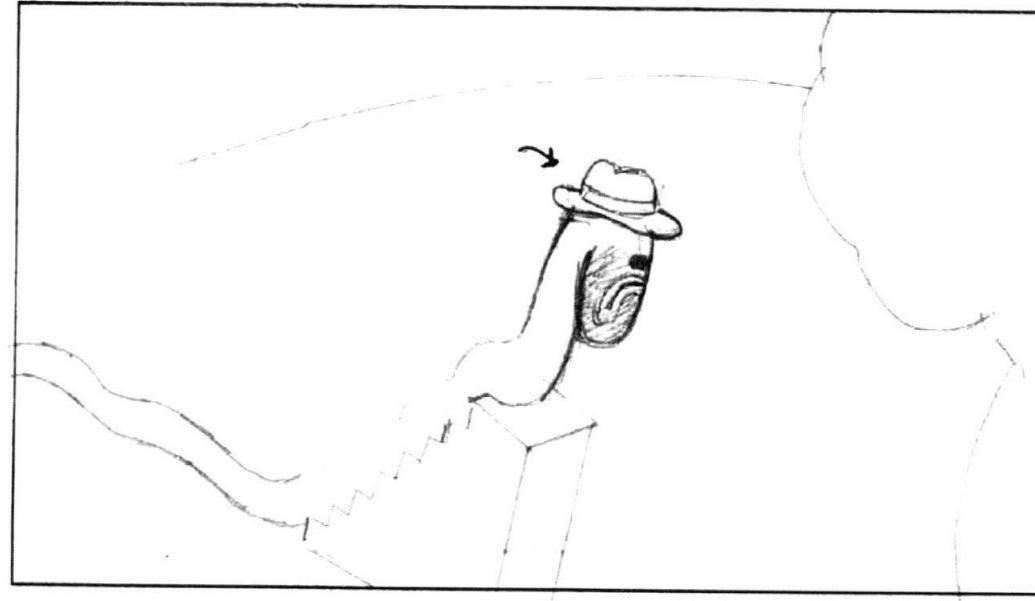
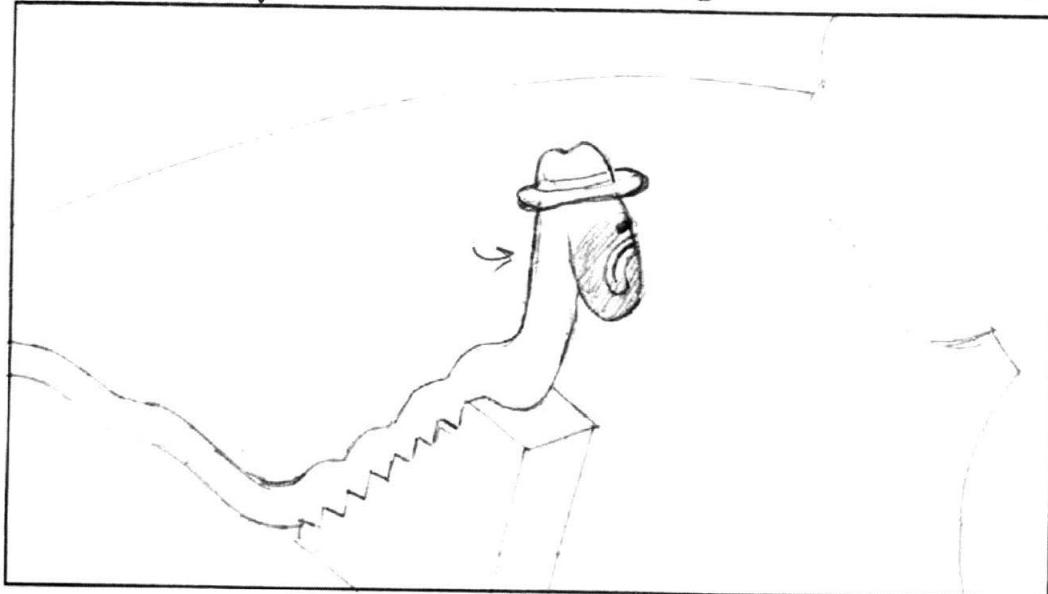
Pnl. C

Bg.

day night

Page 253

Cut



Dialog:

Action: BLUE NOSE TURNS TO O.S. CIRCUS
MUSICIANS.

BLUE NOSE NODS TO ONE OF THE O.S. CIRCUS
MUSICIANS (THE CLARINET PLAYER).

DEC 13 2013

Timing:

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ADVENTURE TIME

Sc. 98A

Pnl. A

Bg.

day night



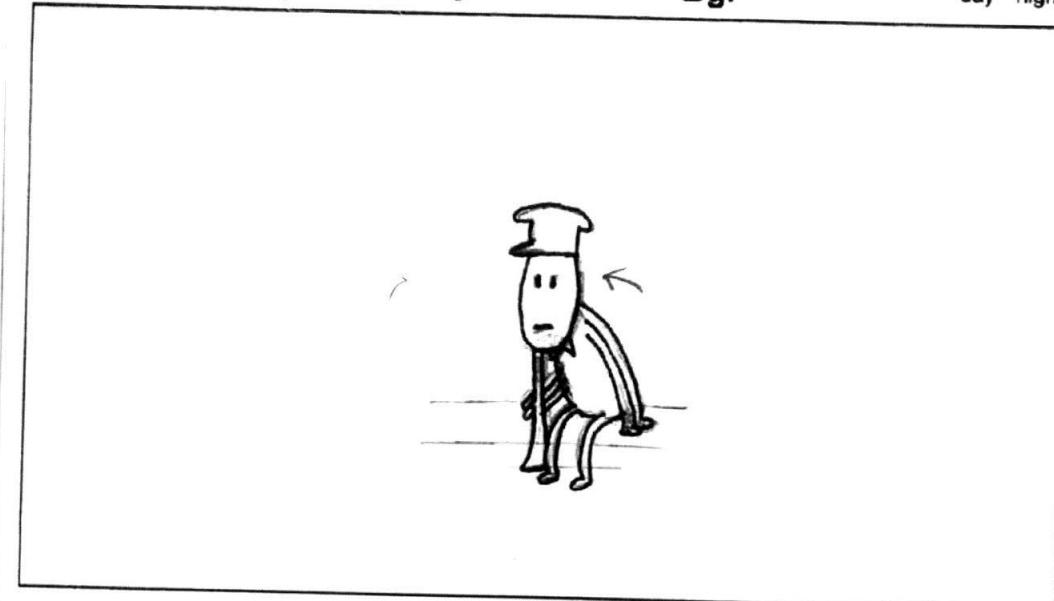
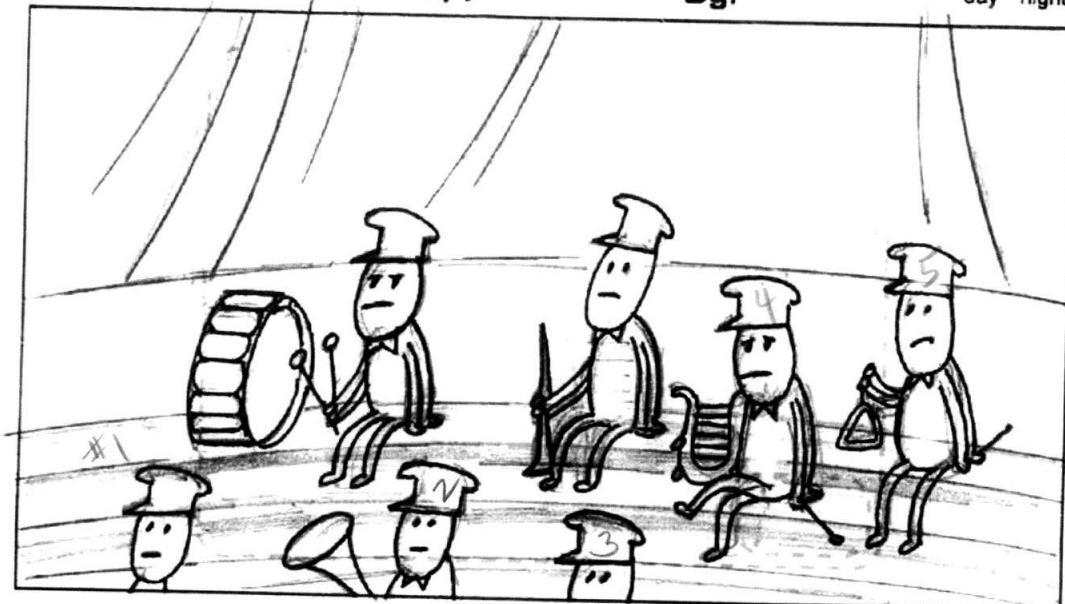
Sc. 98A cont

Pnl. B

Bg.

Page 254

day night



Dialog:

Action: ON MUSICIANS

CLARINET PLAYER REACTS TO BLUE NOSE'S
GESTURING (O.S.)

DEC 13 2013

Timing:

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Production :

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ADVENTURE TIME



Sc. 98A cont Pnl. C

Bg.

day night

Sc. 98A cont Pnl. D

Bg.

Page 255
day night
255A NEXT

EPISODE #

Production :

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Dialog:

MUSIC: BELLY DANCING MUSIC
(BEGINS ON THE CLARINET,
MAYBE OTHER MUSICIANS
JOIN IN)

Action: CLARINET PLAYER STANDS UP.

CLARINET PLAYER STARTS PLAYING A
KIND OF MESMERISING BELLY-DANCING
MUSIC.

DEC 13 2013

Timing:

1025/162

ADVENTURE TIME



day night

Sc. 98A cont

Pnl. E

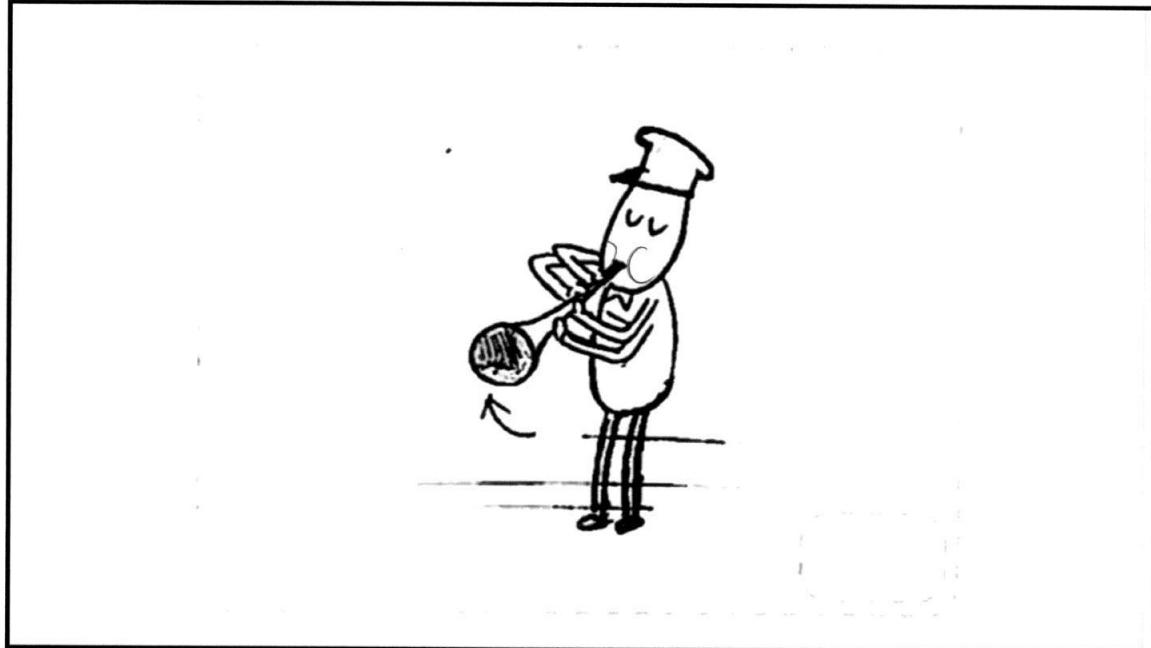
Bg.

Sc. 98A cont

Pnl. F

Bg.

Page 255A
255B next
day night



Dialog:

Action:

Timing:

DEC 13 2013

Production:

1025/162

1025/162

ADVENTURE TIME

CW
Sc. 99

Pnl. A

Bg.

day night



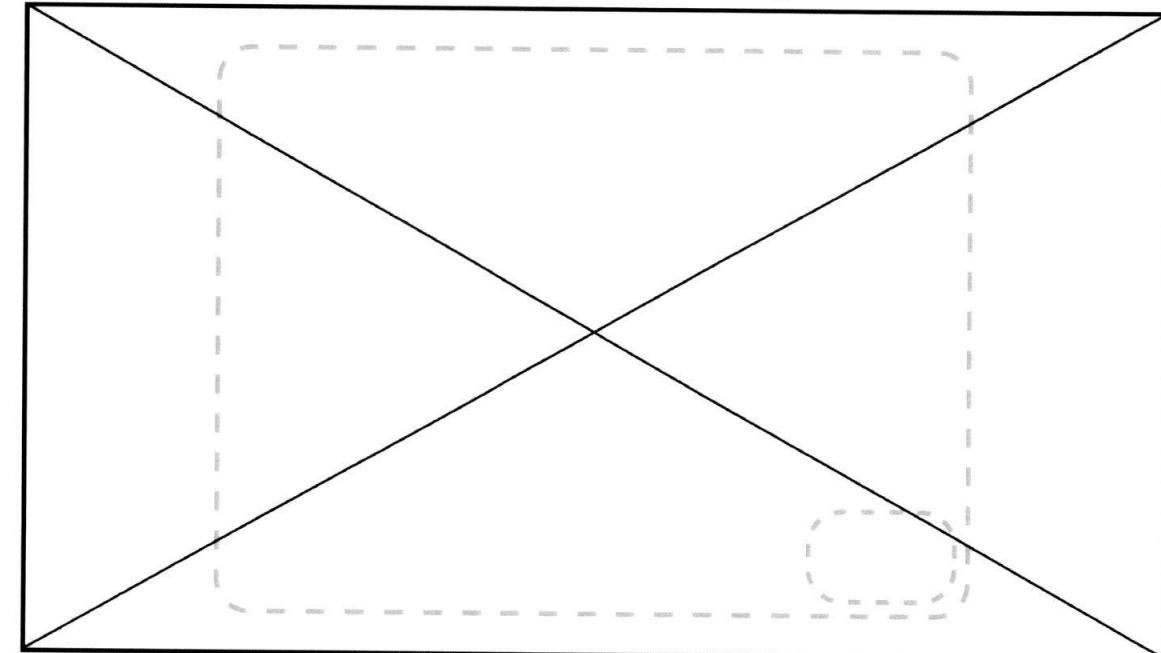
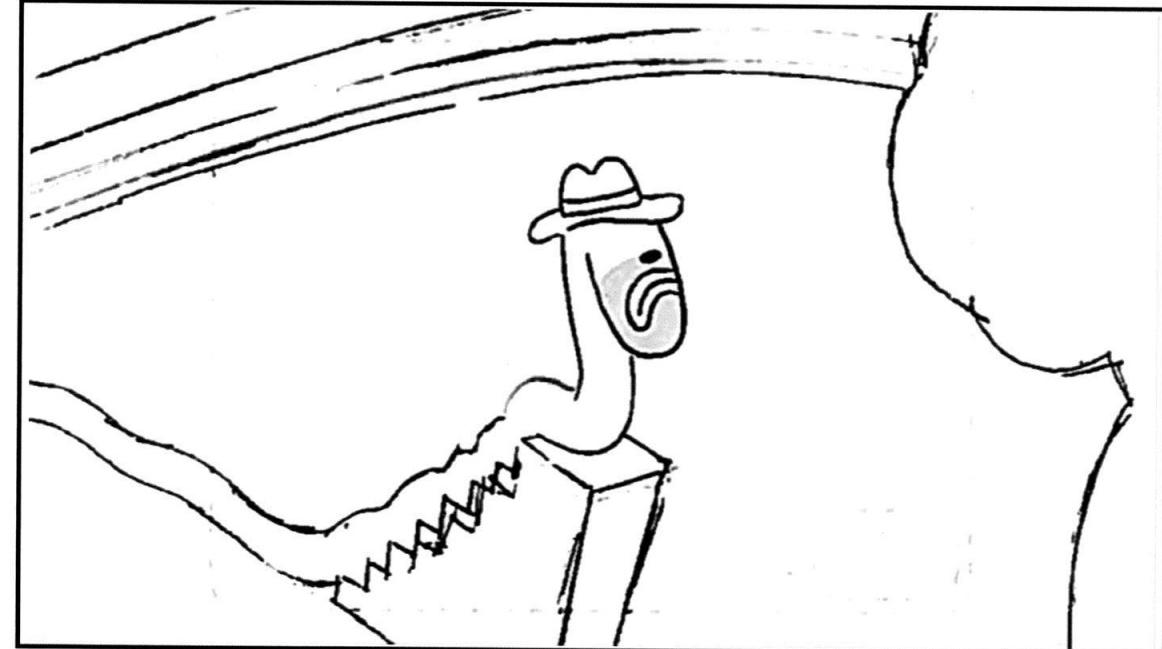
Sc.

Pnl.

Bg.

Page 255B

256 NEXT
day night



Dialog:

Action:

Timing:

DEC 13 2013

Production:

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ADVENTURE TIME



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Sc. 99 cont

Pnl. B

Bg.

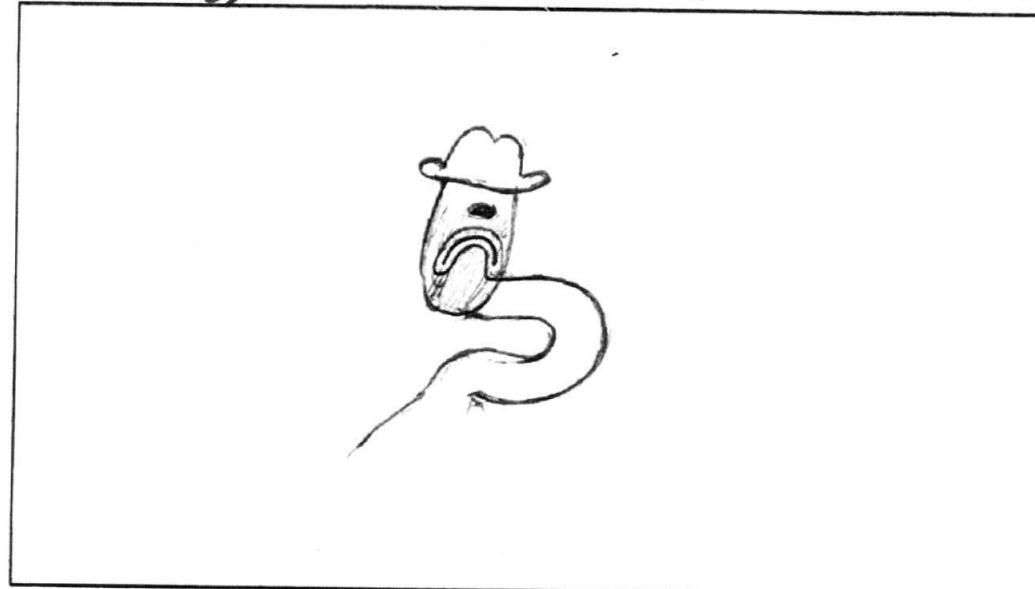
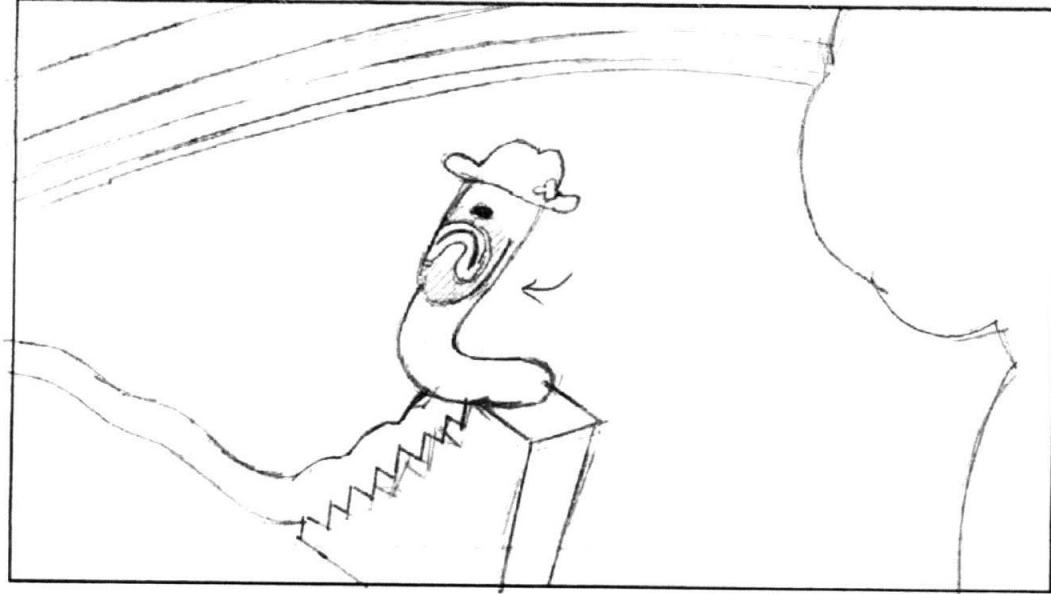
day night

Sc. 99 cont

Pnl. C

Bg.

day night



Dialog: MUSIC: BELLY DANCING MUSIC

Action: BLUE NOSE DANCES A BELLY DANCE,
TO CALM GORALINA.

DEC 13 2013

Timing:

EPISODE #

Production :

ADVENTURE TIME



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Sc. 99 *cont*

Pnl. D

Bg.

day night

Sc. 99 *cont*

Pnl. E

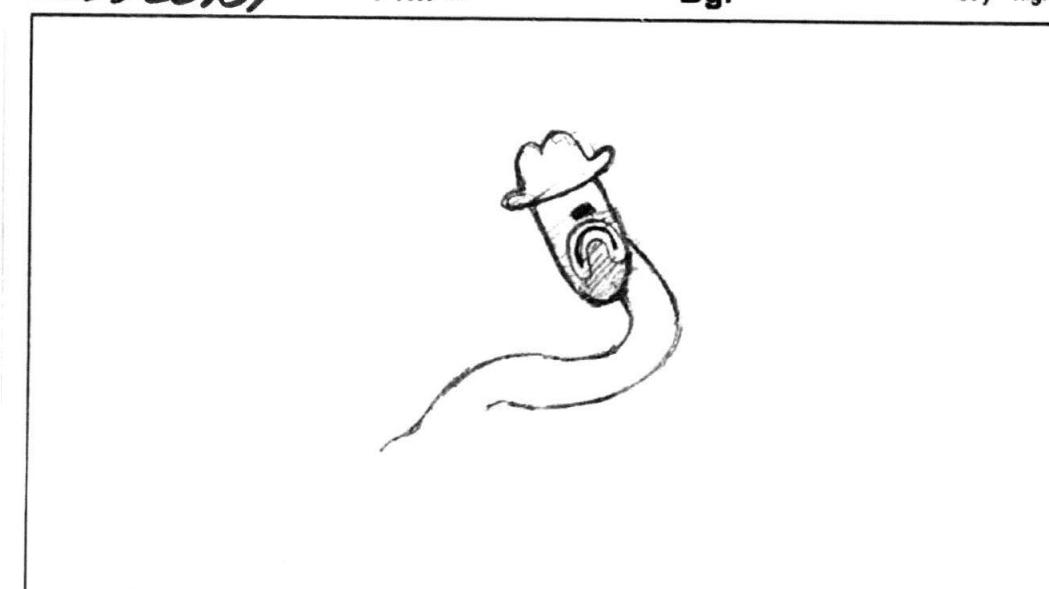
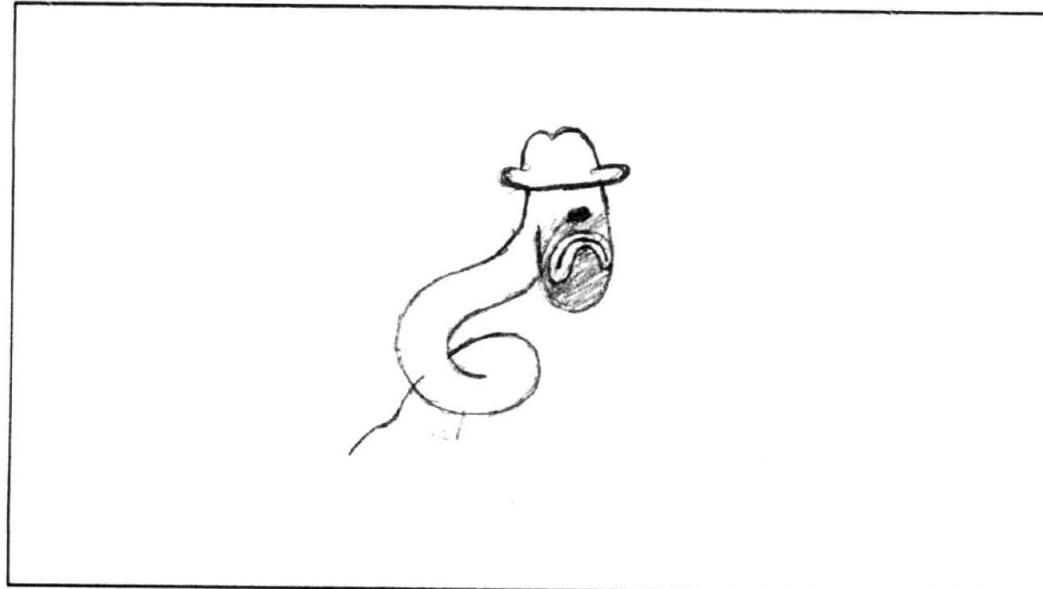
Bg.

day night

EPISODE #

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Dialog:

Action:

Timing:

DEC 13 2013

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ADVENTURE TIME



Sc. 99 cont

Pnl. F

Bg.

day night

Sc. 99 const

Pnl. G

Bg.

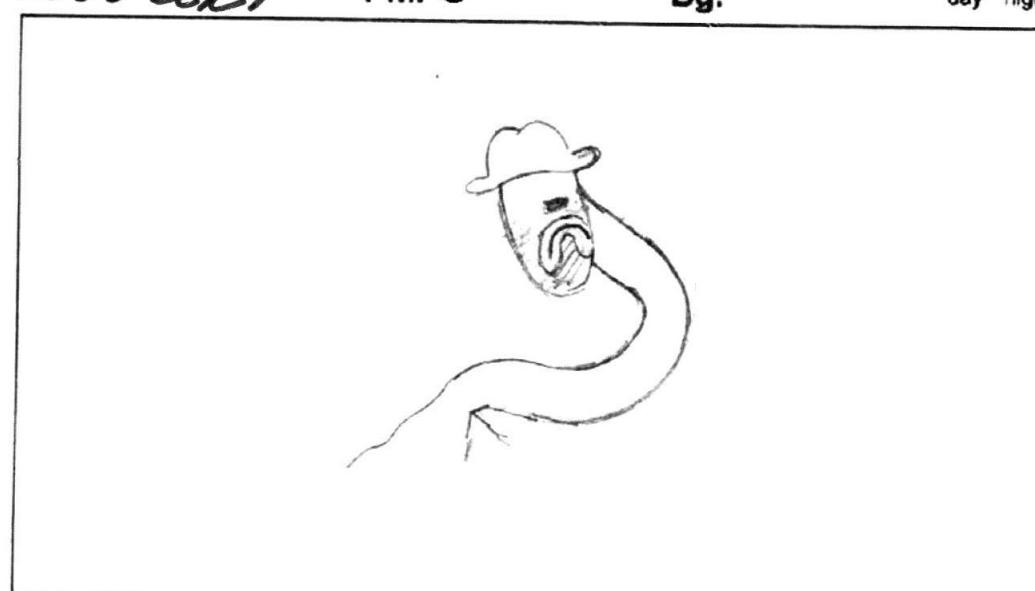
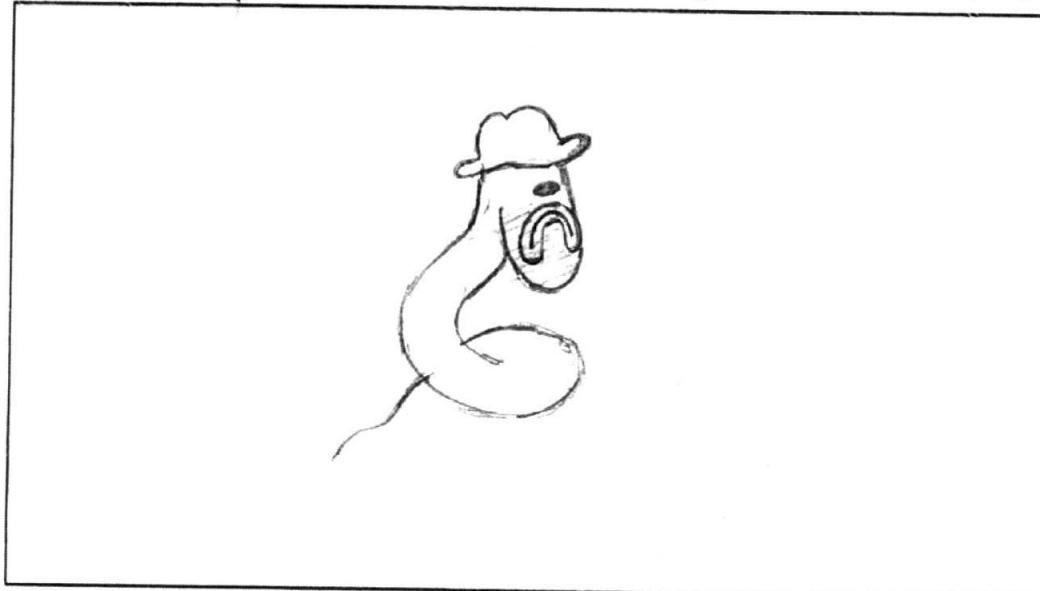
day night

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Dialog:

Action:

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Timing:

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ADVENTURE TIME



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day night

AV Cut

Sc. 99 cont

Pnl. H

Bg.

day night

Sc. 99 cont

Pnl. I

Bg.

day night

EPISODE #

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Dialog:

Action:

DEC 13 2013

Timing:

Production :

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HW Cut

ADVENTURE TIME



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Page _____

Sc. 100

Pnl. A

Bg.

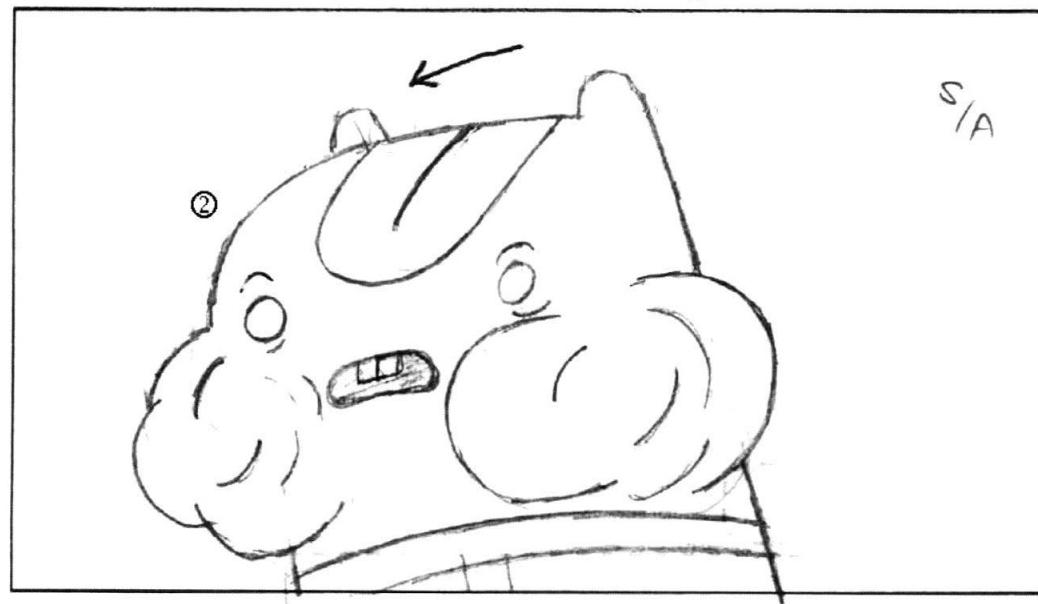
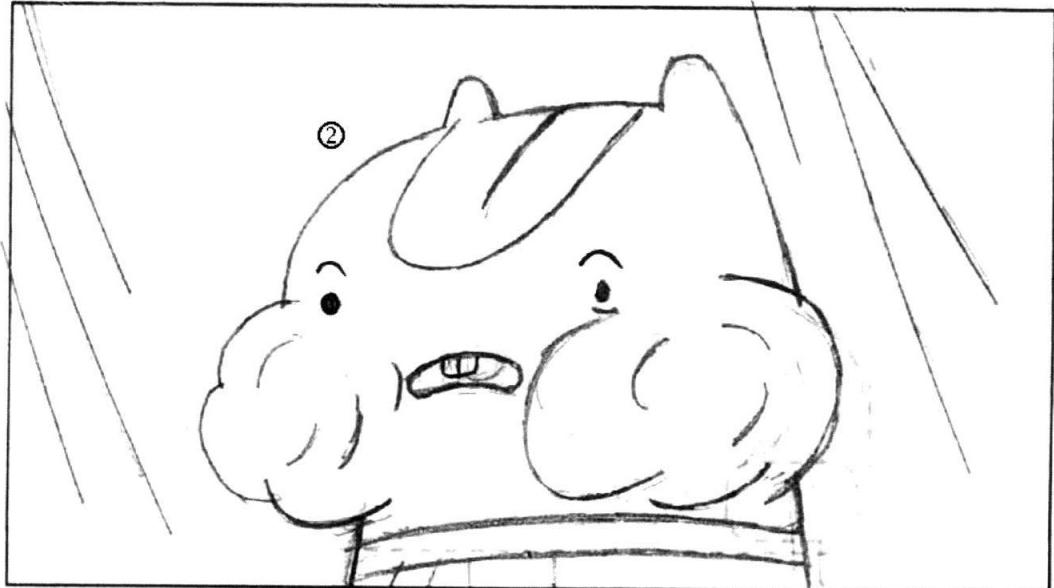
day night

Sc. 100 cont

Pnl. B

Bg.

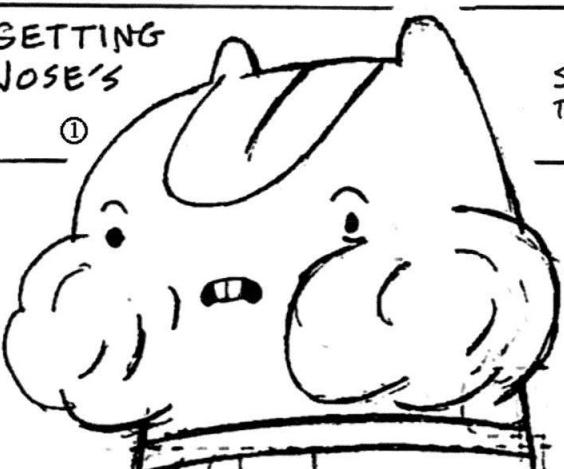
day night



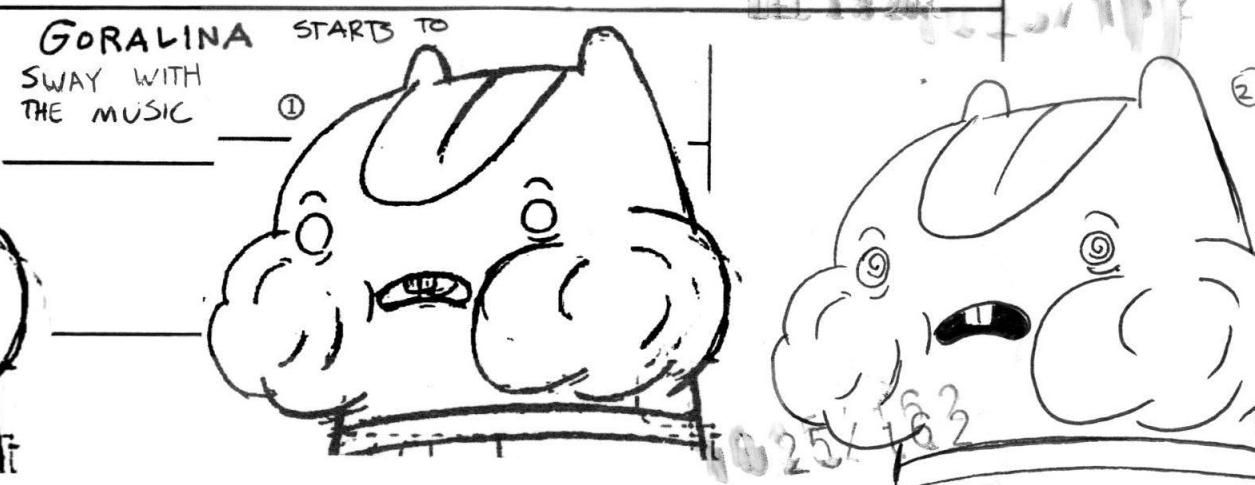
1025/162

Dialog:

Action: CLOSE ON GORALINA, GETTING MESMERISED BY BLUE NOSE'S BELLY DANCING.



Timing:



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C

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Sc. 100 cont

Pnl. C

Bg.

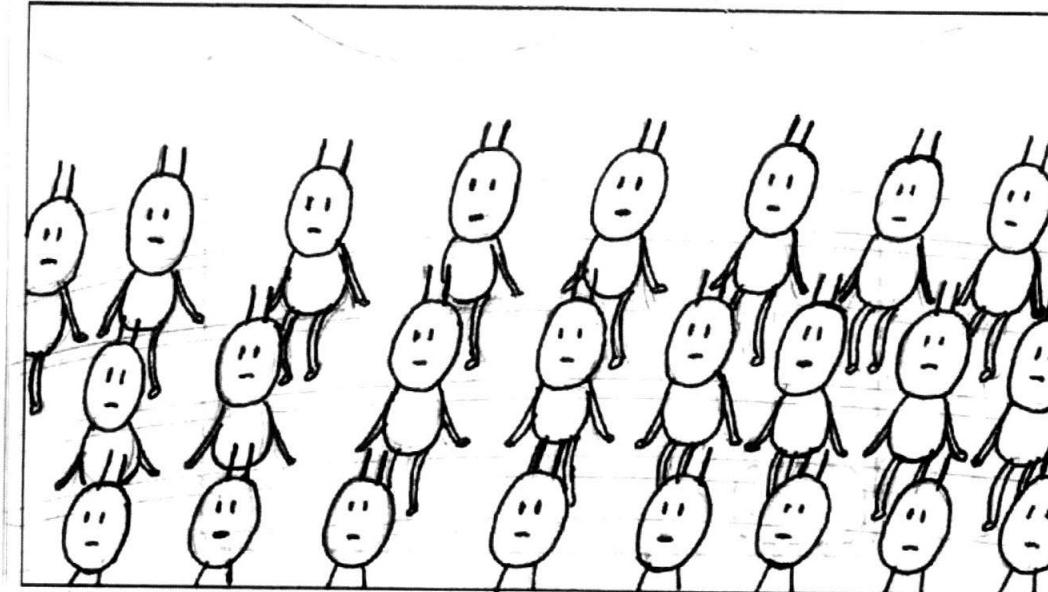
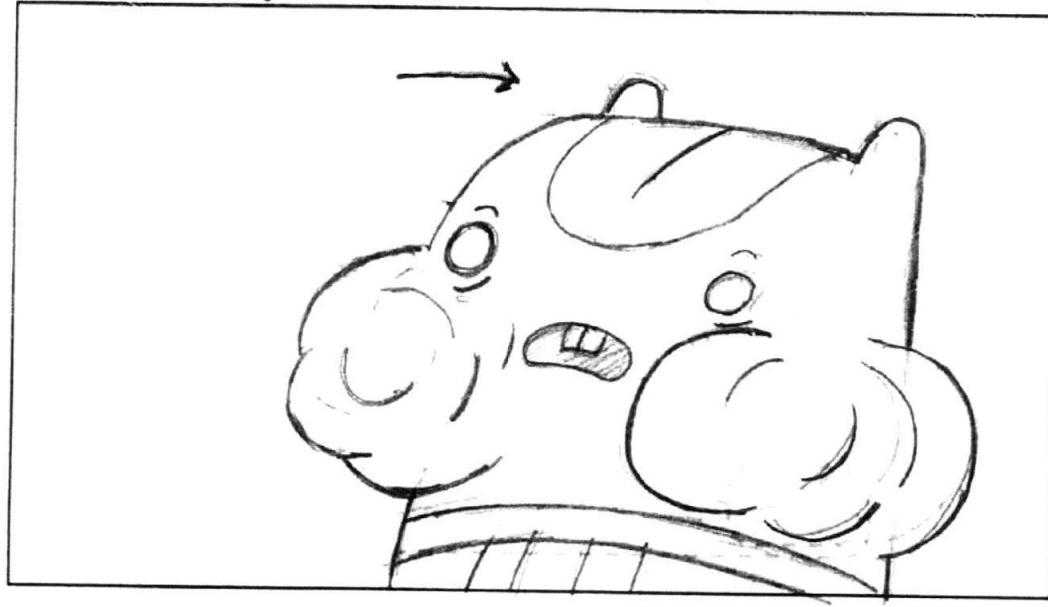
day night

Sc. 101

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

ON THE BUG AUDIENCE, WHO ARE ALSO SWAYING WITH THE BELLY DANCING MUSIC.

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ADVENTURE TIME



Cut

Panel 262

Sc. 101 cont

Pnl. B

Bg.

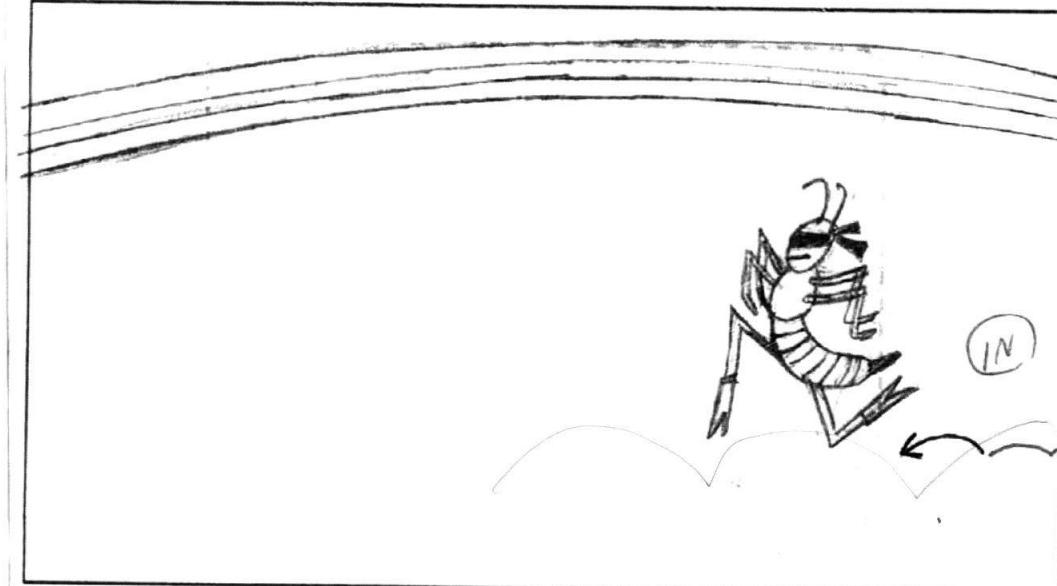
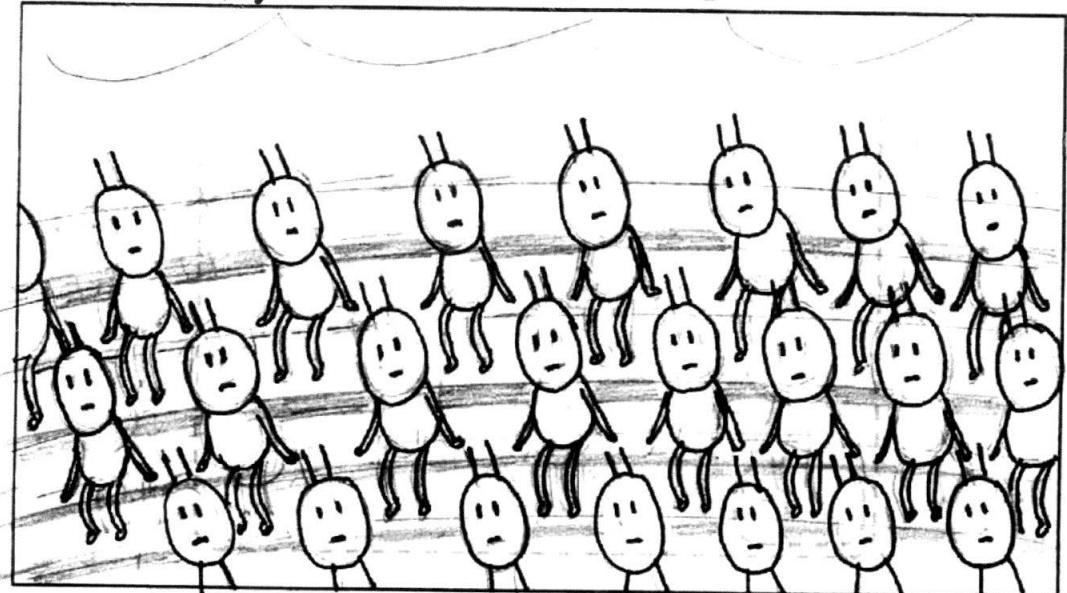
day night

Sc. 103

Pnl. A

Bg.

day night



Dialog:

Action:

CUT TO THE STINGER-THROWING BUG AS
HE IS RUNNING INTO THE CIRCUS RING.

DEC 13 2013

Timing:

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ADVENTURE TIME



Sc. 103 cont Pnl. B

Bg.

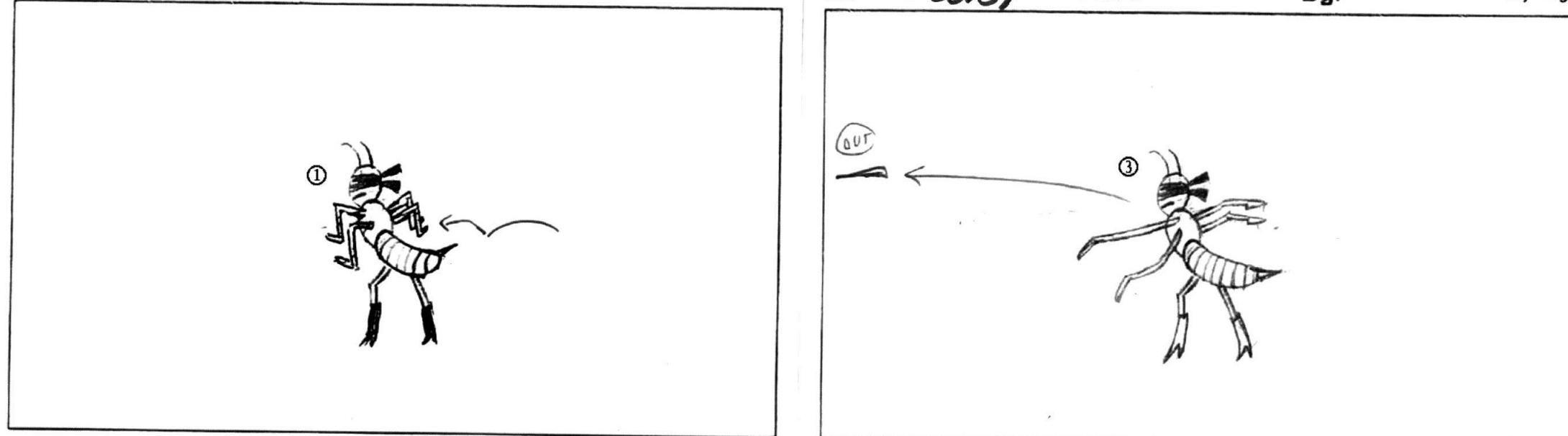
day night

Sc. 103 cont Pnl. C

Bg.

Page 263
263

day night



Dialog:

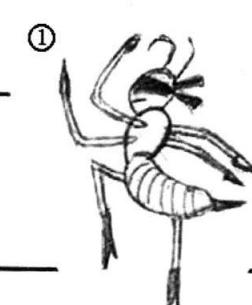
DEC 13 2013

Action:

ANTIC. THROW

THROWS STINGER

Timing:



Production :

1025/162

1025/162

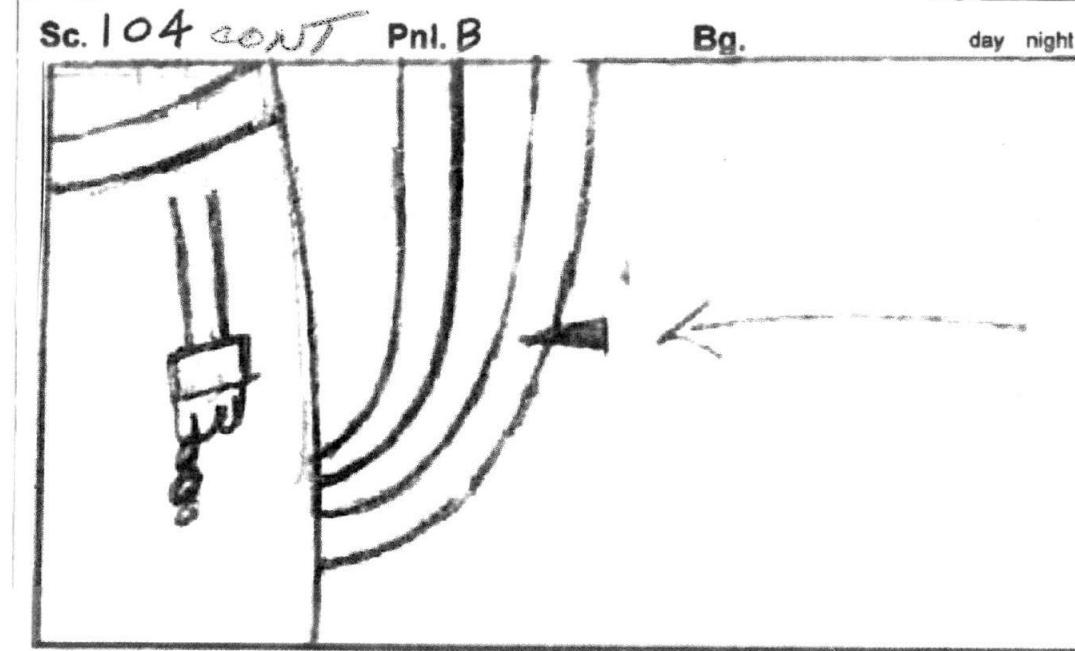
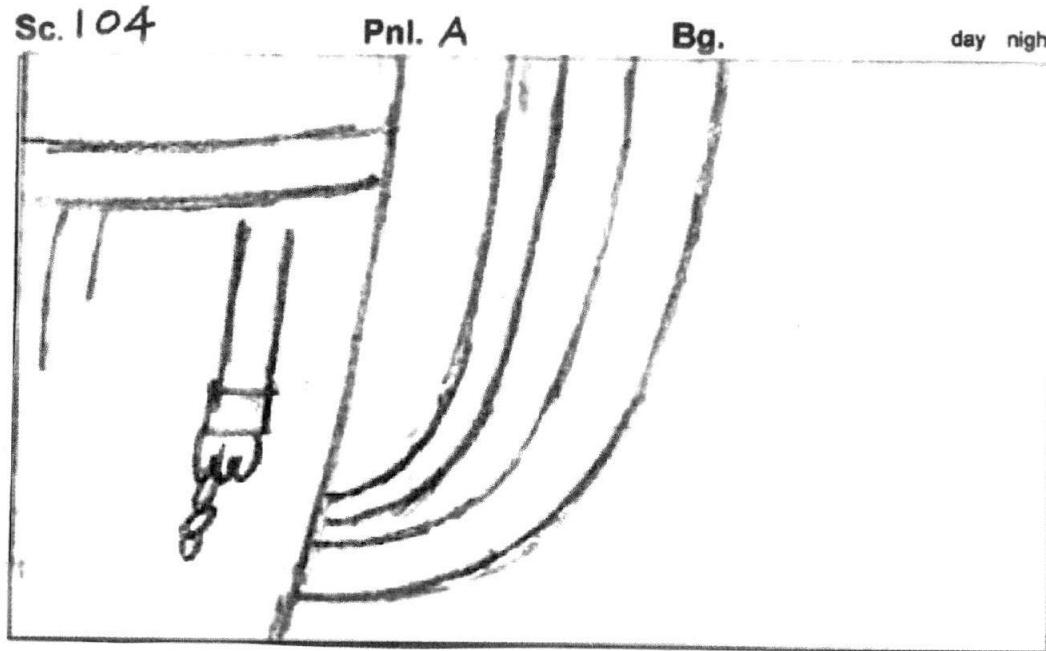
ADVENTURE TIME



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Page _____

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Dialog:

Action: ON GORALINA'S TAIL (GORALINA IS STILL SWAYING TO THE MUSIC.)

STINGER ENTERS SCENE AND STICKS IN GORALINA'S TAIL.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

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ADVENTURE TIME



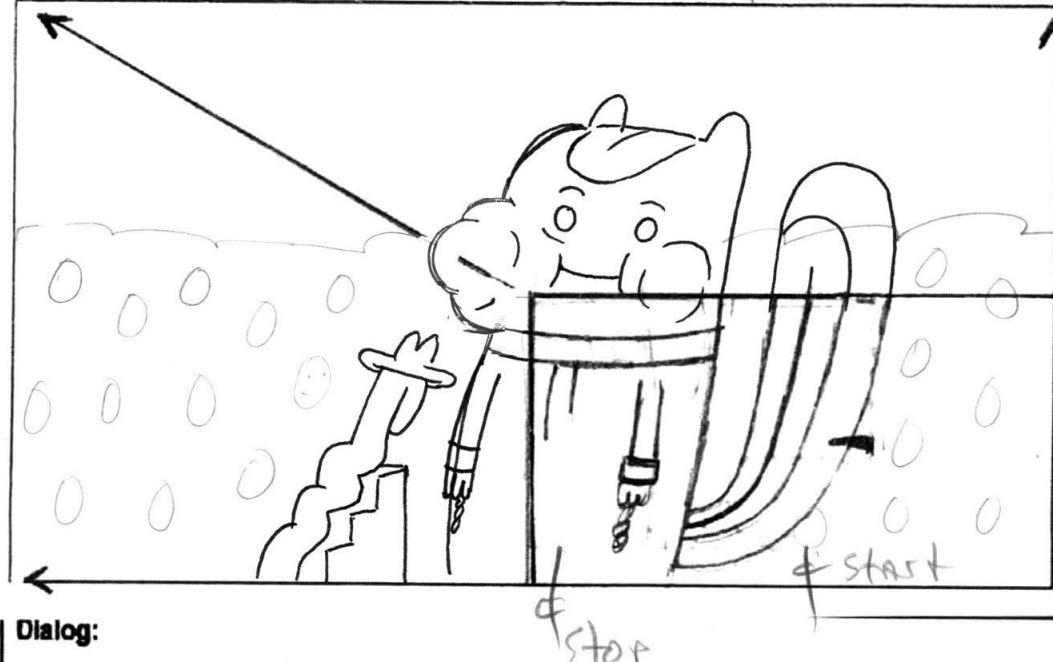
Page 265

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Sc. 104 cont Pnl. C

Bg.

day night

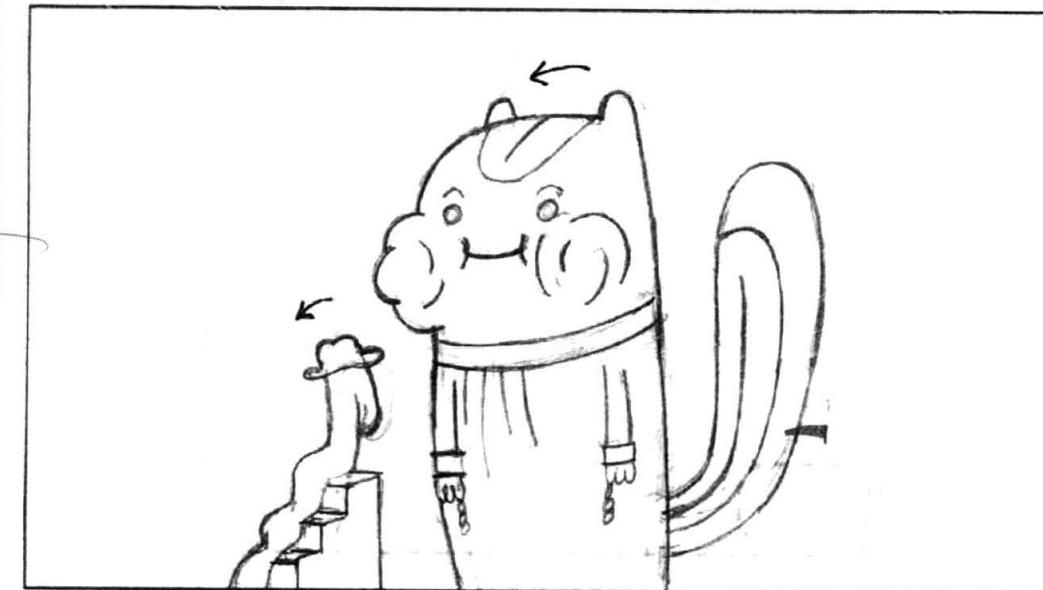


Dialog:

Sc. 104 cont Pnl. D

Bg.

day night



Action:

TRUCK OUT

BLUE NOSE AND GORALINA ARE BOTH SWAYING
TO THE BELLY DANCING MUSIC. (GORALINA
IS IN A TRANCE.)

DEC 18 2013

Timing:

EPISODE #

Production :

1025/162

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ADVENTURE TIME



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Page

Sc. 104 const Pnl. E

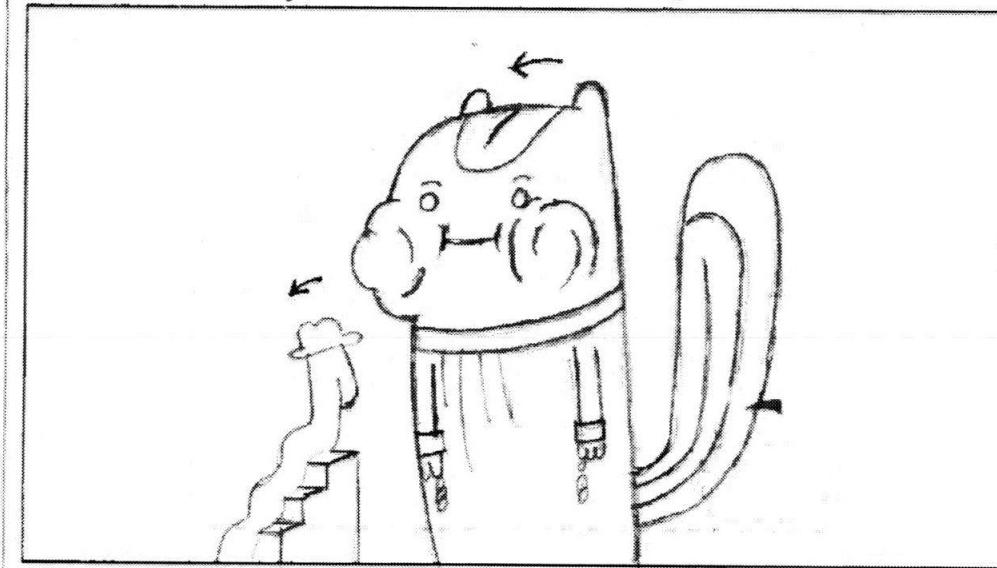
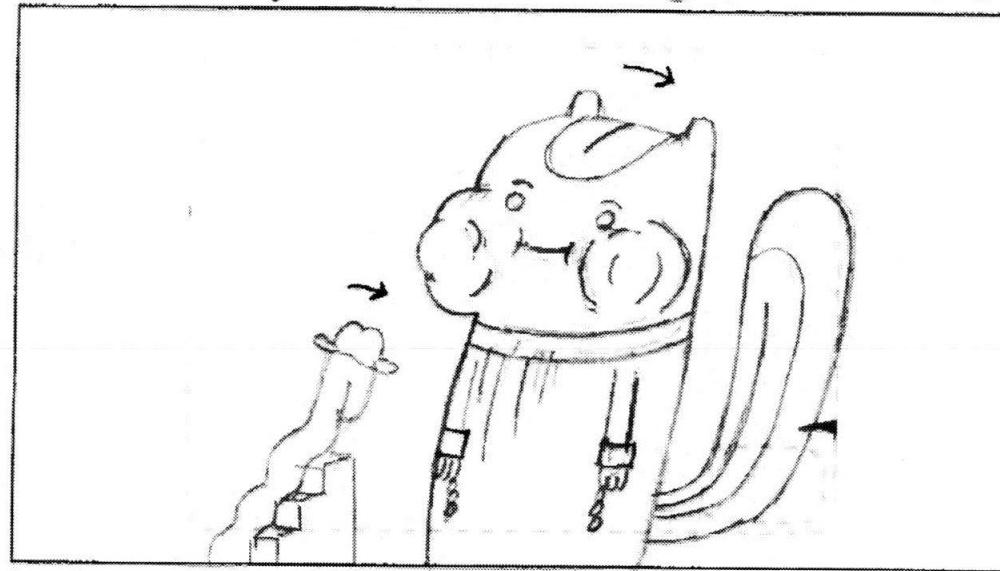
Bg.

day night

Sc. 104 cont Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production:

1025-162

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ADVENTURE TIME



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Page

Sc. 104 cont Pnl. G

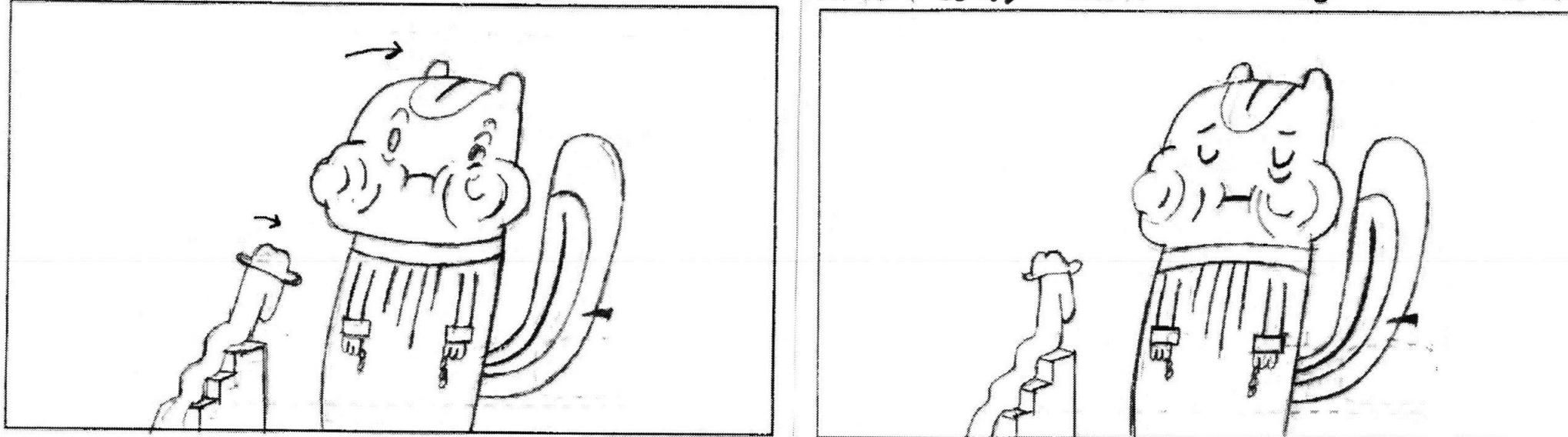
Bg.

day night

Sc. 104 cont Pnl. H

Bg.

day night



Dialog:

Action: SUDDENLY GORALINA REACTS TO THE STINGER IN HER TAIL.

- GORALINA STOPS MOVING, SHE'S ASLEEP.

SHOULD BE
A H.U. FOR
GORALINA →

Timing:

DEC 13 2013

Production :

1025-162

1025/162

1025/162

1025/162

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ADVENTURE TIME



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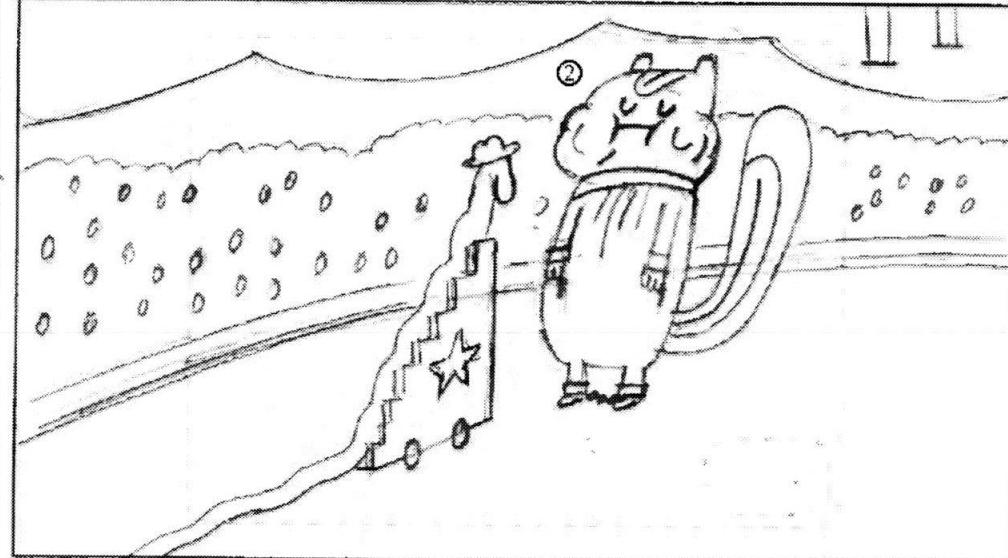
Page

Sc. 105

Pnl. A

Bg.

day night

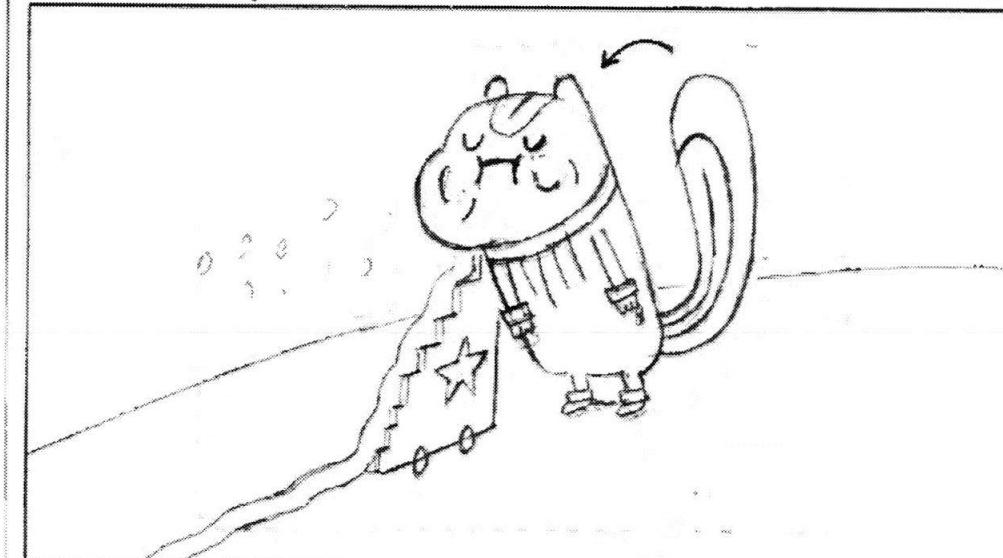


Sc. 105 cont

Pnl. B

Bg.

day night



Dialog:

← H.U.
GORALINA

WIDE ON GORALINA AND BLUE NOSE.
GORALINA IS ASLEEP ON HER FEET. ①

GORALINA INTO FALLING OVER.

DEC 13 2010

Timing:



Production:

1025-162

EPISODE #

1025/162

1025/162

ADVENTURE TIME

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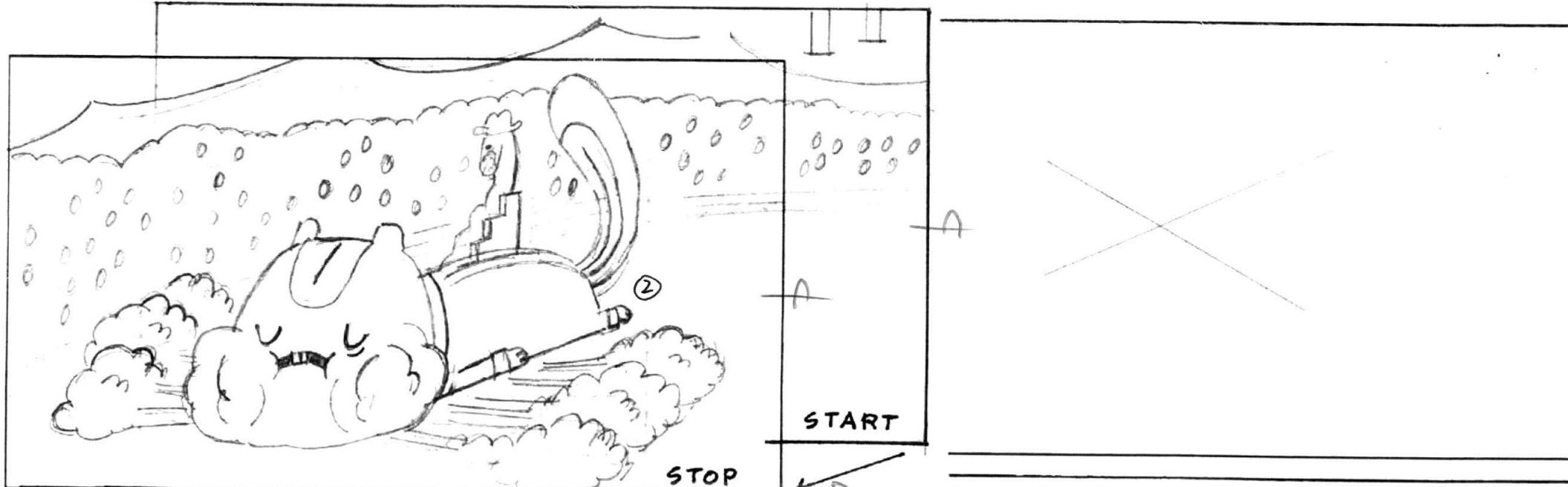
Sc. 105 *CONT*

Pnl.C

Bg.



Page 269



SFX: GORALINA HITTING THE GROUND
THOOOMP!

Action: <<CAMERA SHAKE>>

- GORALINA HITS THE GROUND.
- CLOUDS OF DUST RISE UP.

Timing: - PAN W. ACTION



DEC 13 2013

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

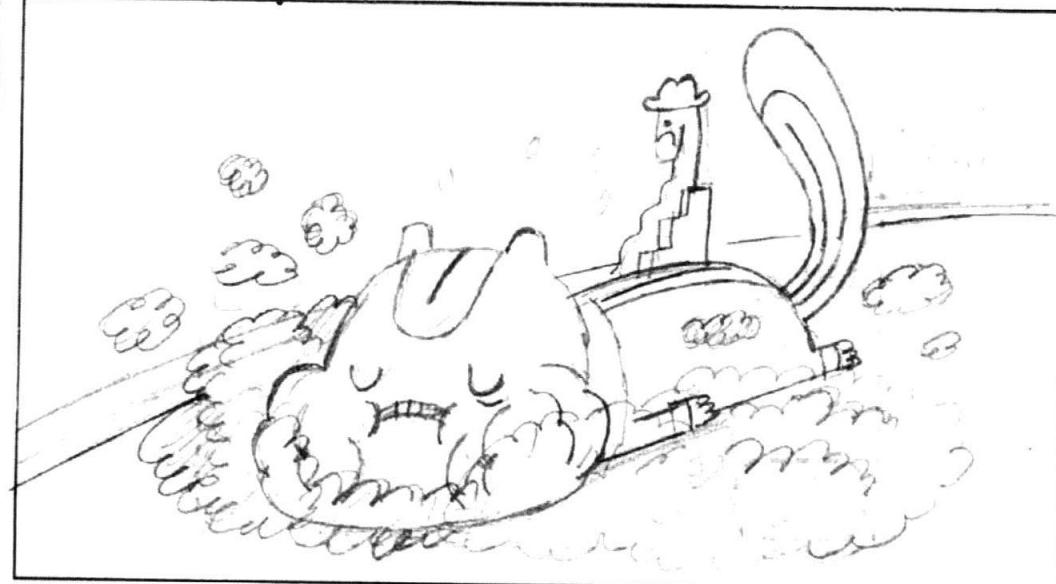


Sc. 105 cont Pnl. D

Bg.

day night

Page 270



Sc. 105 cont Pnl. E

Bg.

day night



Dialog:

Action:

DUST DISSIPATES

DEC 13 2013

Timing:

Production :

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1025/162

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ADVENTURE TIME



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Sc. 105 cont Pnl. F

Bg.

day night

Sc. 105 cont Pnl. G

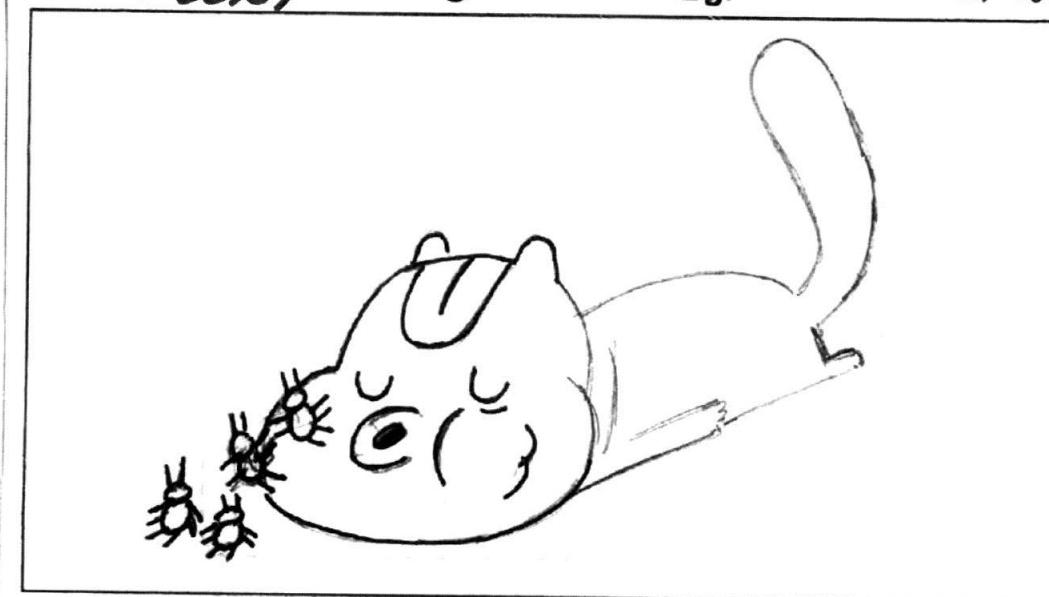
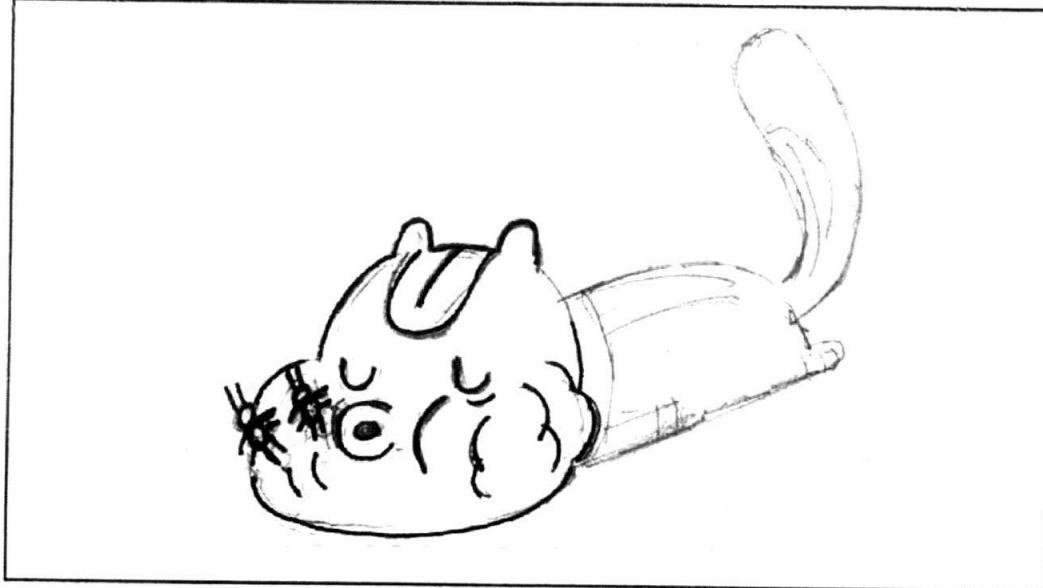
Bg.

day night

EPISODE #

Production :

1025/162



Dialog:

GORALINA: SPITS OUT BUGS
THWOOT!

Action:

GORALINA SPITS OUT THE BUGS.

DEC 13 2013

Timing:

1025/162

ADVENTURE TIME



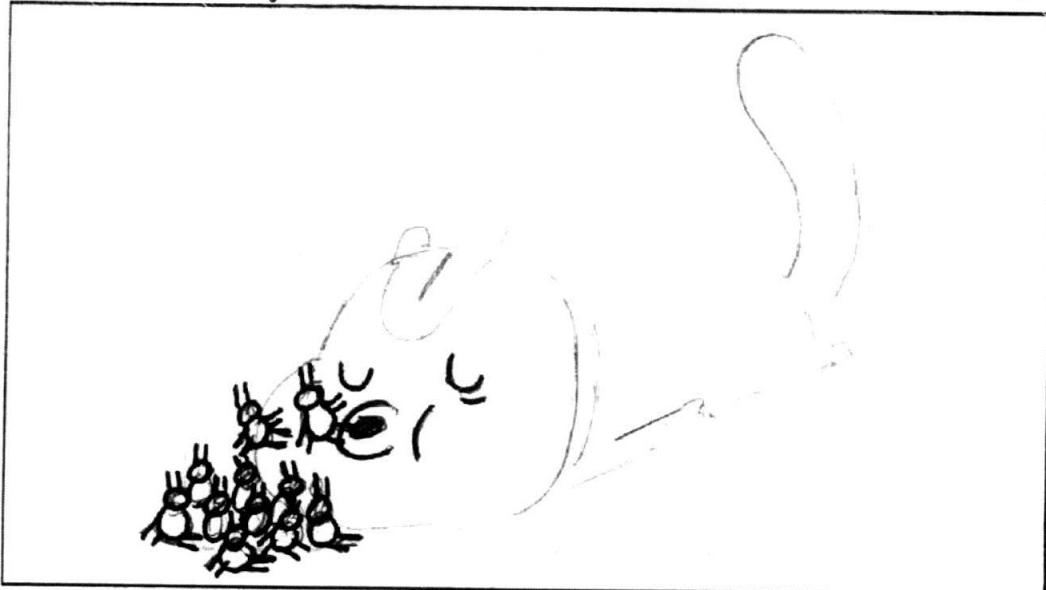
Sc. 105 cont Pnl. H

Bg.

day night

Page 272

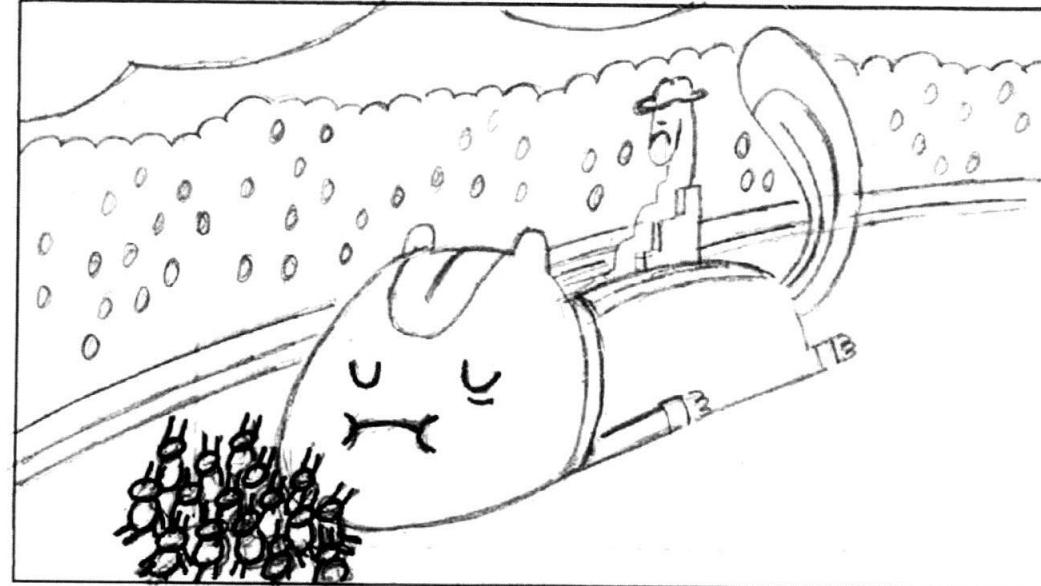
HV cut



Sc. 105 cont Pnl. I

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

HO
CUT

ADVENTURE TIME



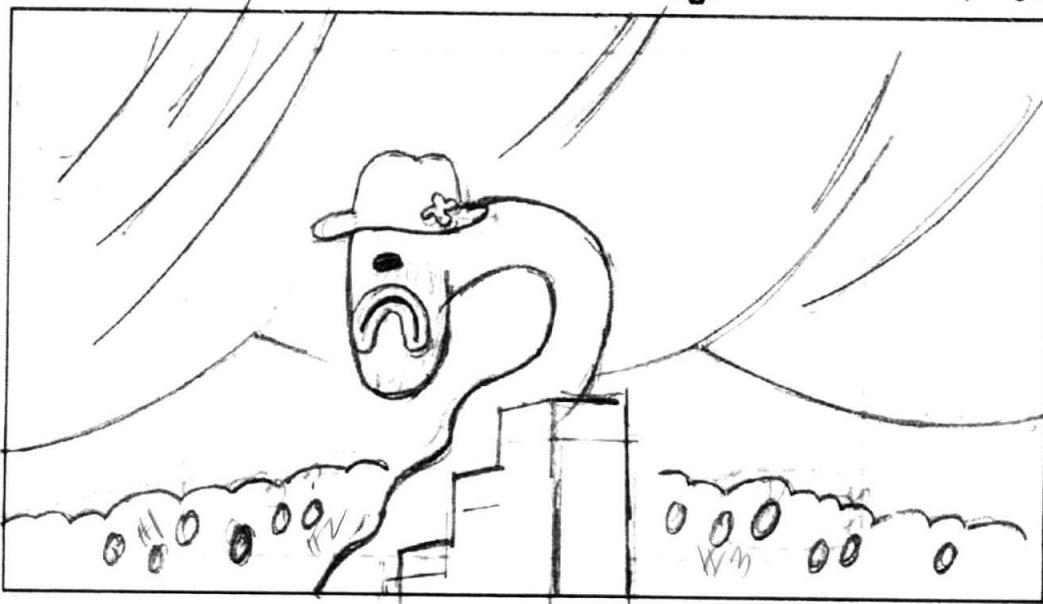
Page 273

Sc. 106

Pnl. A

Bg.

day night

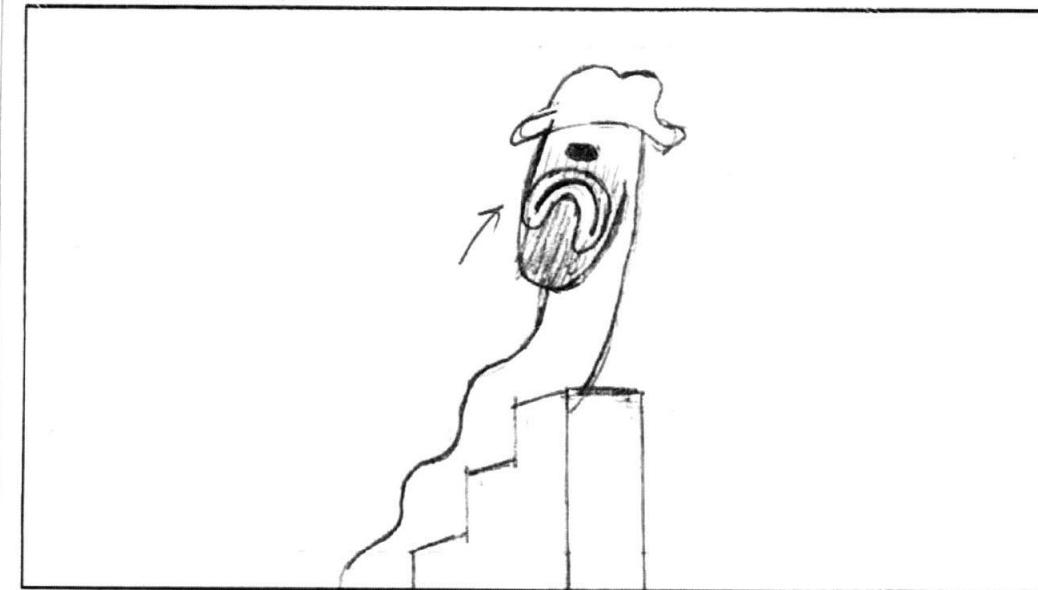


Sc. 106 cont

Pnl. B

Bg.

day night



1025/162

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Dialog:

Action: ON BLUE NOSE, LOOKING AT THE FALLEN
GORALINA OFF-SCREEN.

BLUE NOSE REACTS BACK, SAD.

DEC 13 2013

Timing:

EPISODE #

Production:

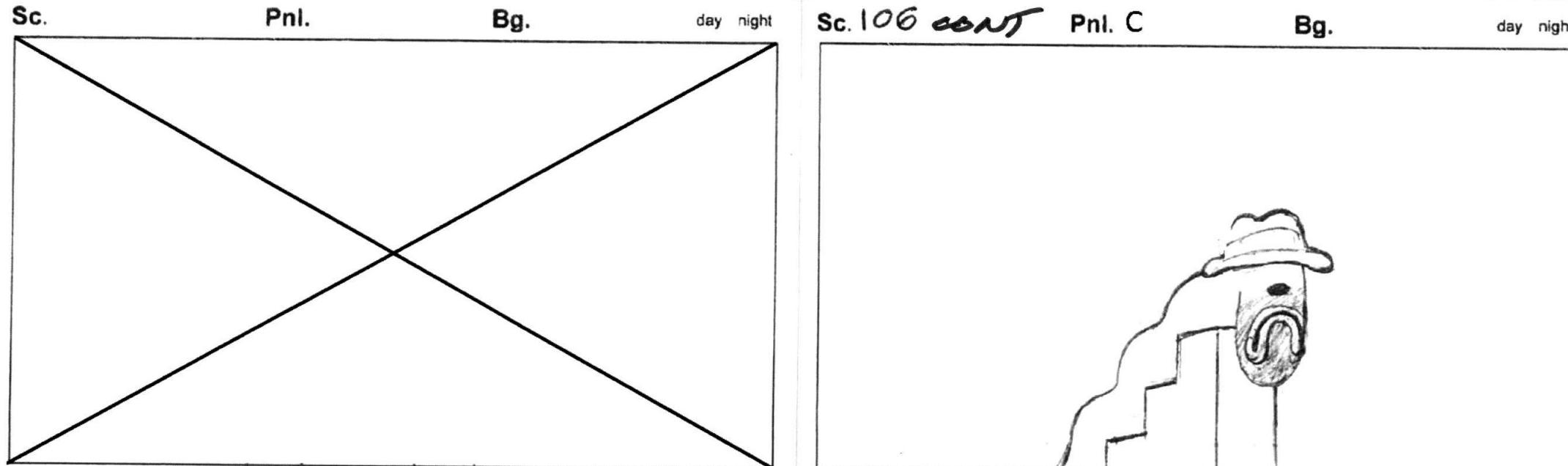
1025/162

1025/162

ADVENTURE TIME



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Dialog:

DEC 13 2013

Action:

BLUE NOSE SETTLES DOWN, SAD. HOLD THIS POSE.
(BLUE NOSE WANTED TO CALM DOWN GORALINA --
BUT HE DIDN'T WANT HER TO BE KNOCKED OUT.)

Timing:

EPISODE # Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME

Sc. 106 cont Pnl. D

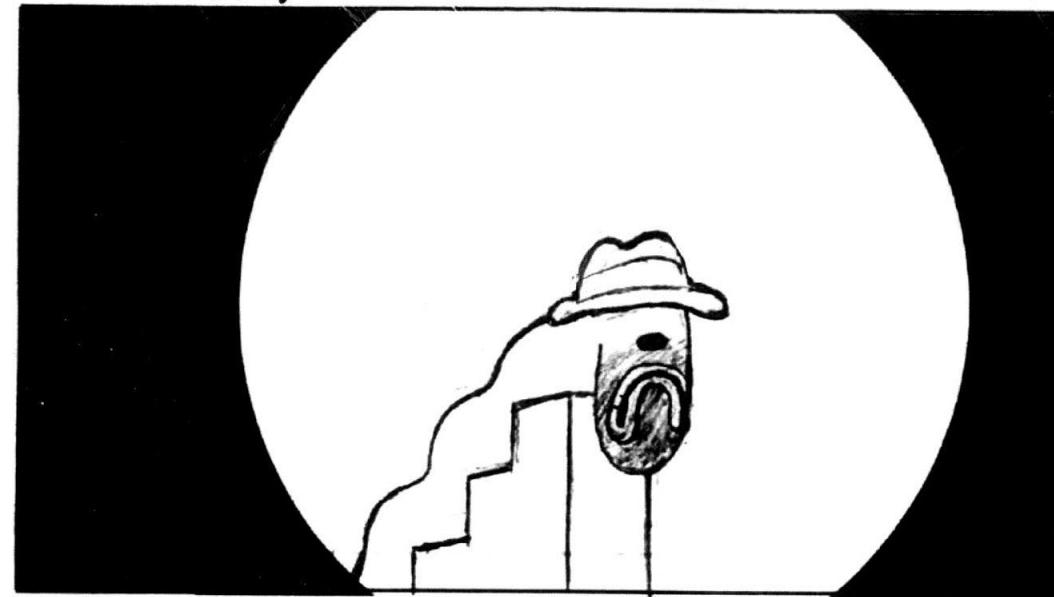
Bg.



day night

Page 275

day night



Sc. 106 cont Pnl. E

Bg.



Dialog:

Action: CAMERA: IRIS OUT ON BLUE NOSE.
(PROBABLY HAVE A SOFT EDGE
ON THE IRIS CIRCLE.)

DEC 13 2013

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Sc. 106 cont

Pnl. F

Bg.

day night

Sc. 106 cont

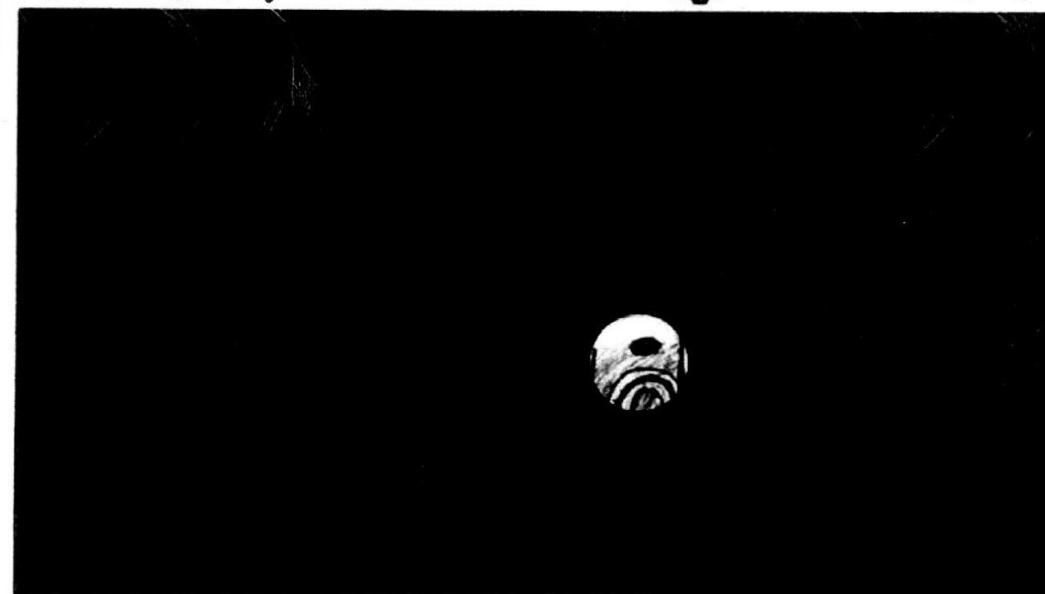
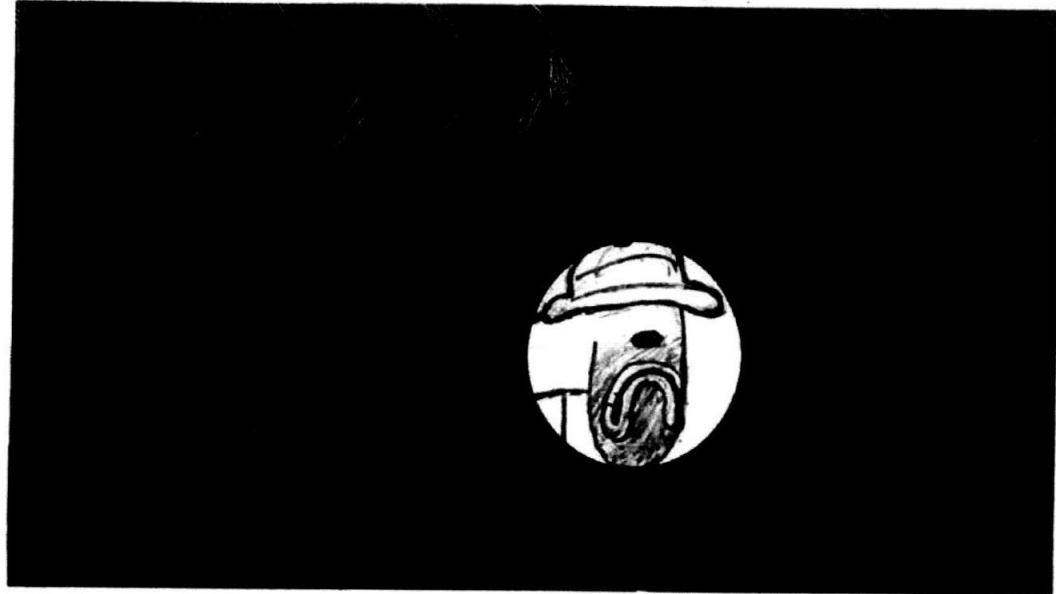
Pnl. G

Bg.

Page

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day night



Dialog:

Action: CAMERA: CONT IRIS OUT

DEC 13 2013

Timing:

EPISODE #

Production :

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Sc. 106 cont Pnl. H

Bg.



day night

HV
Cut

Sc. 107

Pnl. A

Bg.

Page

277

day night



Dialog:

Action:
CAMERA: BLACK SCREEN

CAMERA: START SCENE WITH A BLACK SCREEN.

DEC 13 2013

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Sc. 107 cont Pnl. B

Bg.

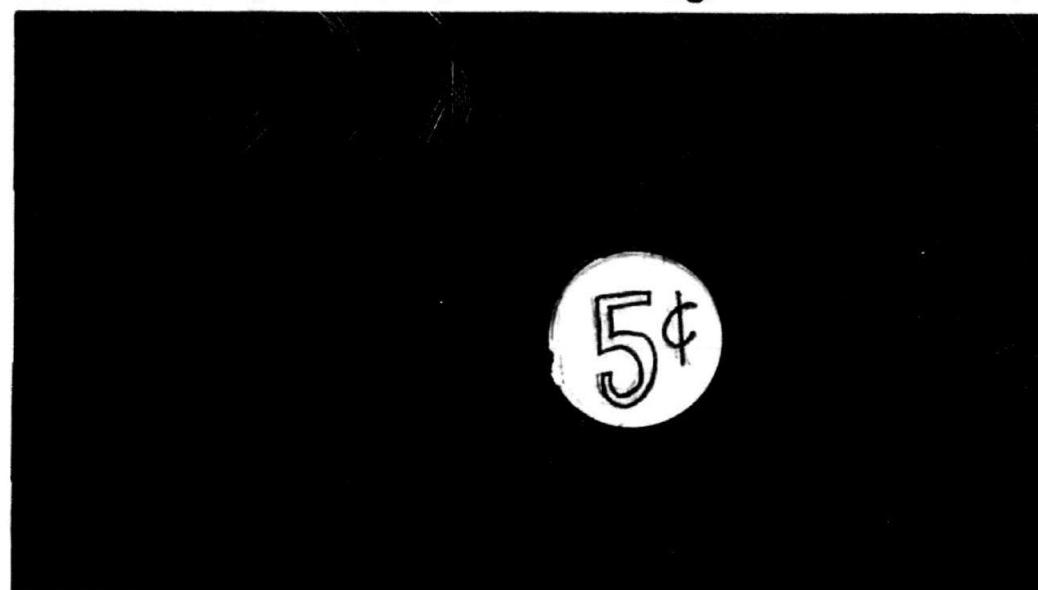
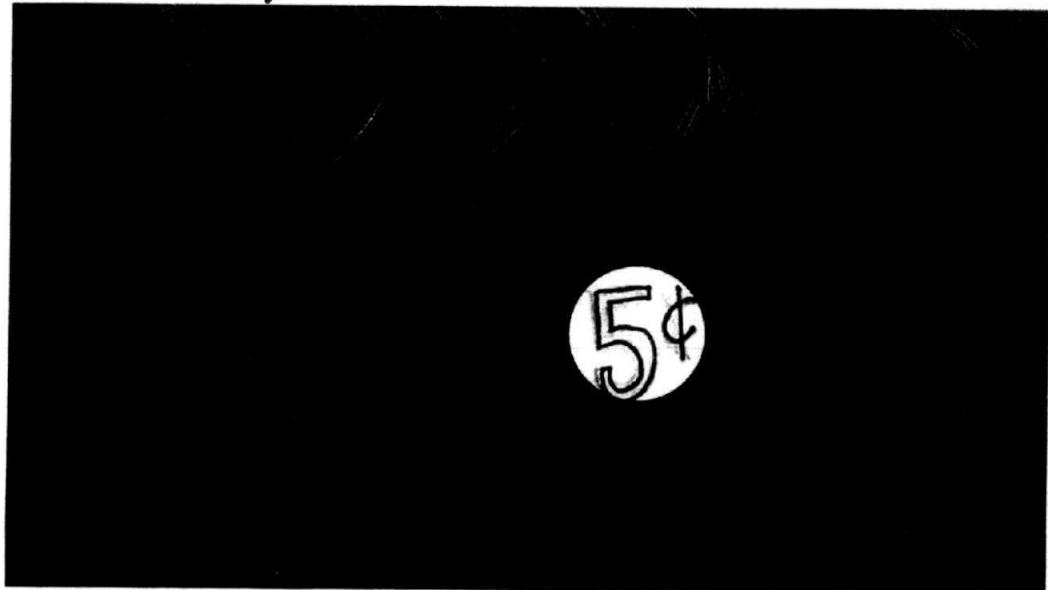
day night

Sc. 107 cont Pnl. C

Bg.

Page 278

day night



1025/162

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Dialog:

Action: - IRIS UP ON A NICKEL

- HOLD ON THE SMALL IRIS,
SHOWING JUST THE NICKEL.

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Timing:

EPISODE # Production :

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Sc. 107 cont Pnl. D

Bg.



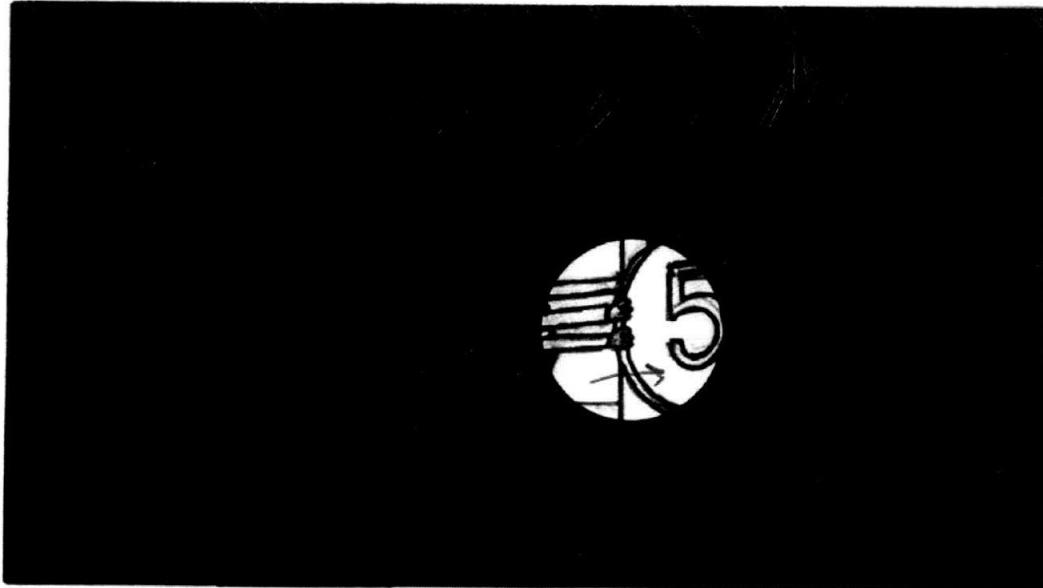
day night

Sc. 107 cont Pnl. E

Bg.

Page 279

day night



Dialog:
SFX: CLINK!

Action:

DEC 13 2013

Timing:

Production :
EPISODE #

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1025/162

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ADVENTURE TIME



Sc. 107 cont Pnl. F

Bg.

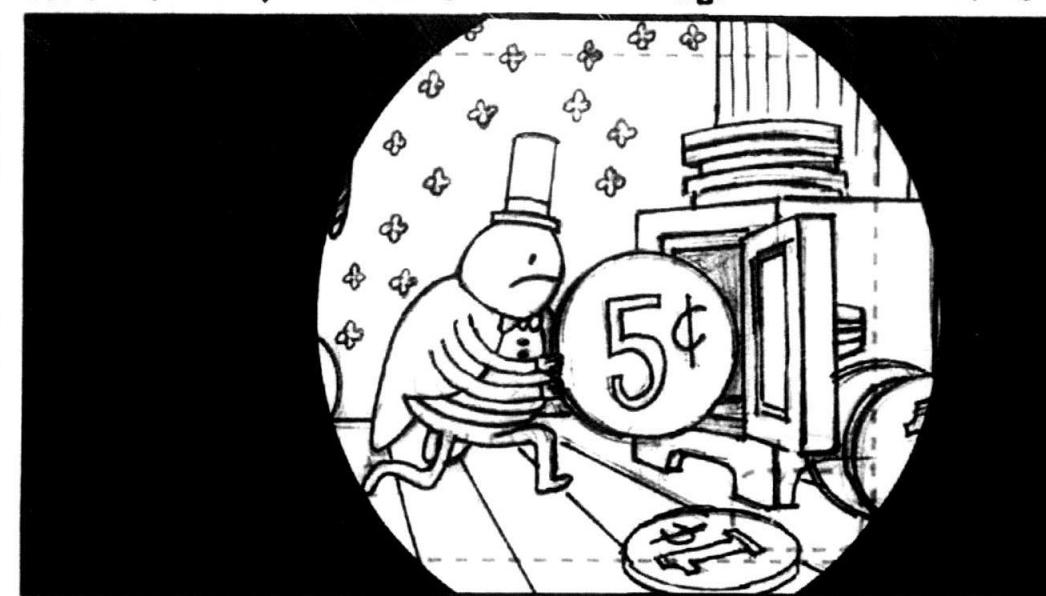
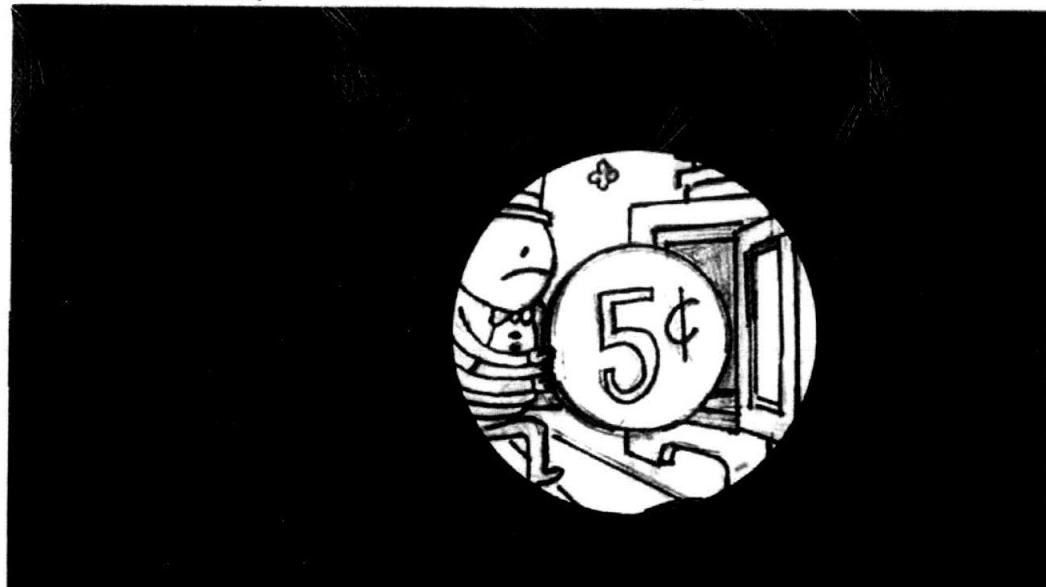
day night

Sc. 107 cont

Pnl. G

Page 280

day night



Dialog:

Action: NOW IRIS FURTHER ← ↑ → ↓

DEC 13 2013

Timing:

EPISODE #

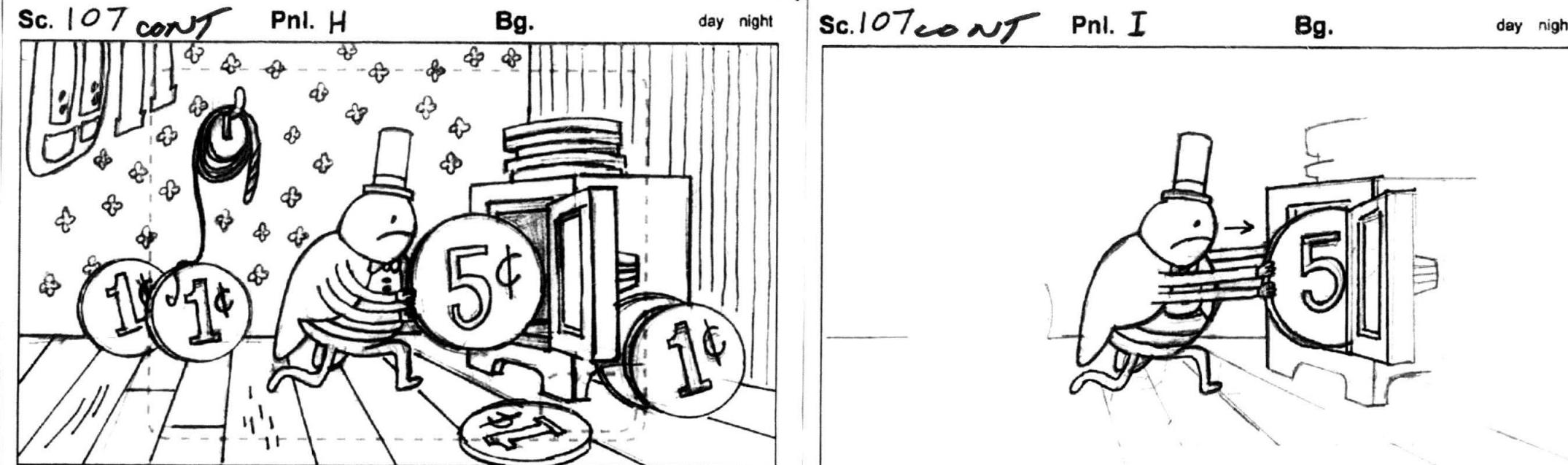
Production :

1025/162

ADVENTURE TIME



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Page



Dialog:

SFX: CLINK!

Action: ON RINGMASTER, IN HIS TRAILER,
TRYING TO PUT A NICKEL INTO A
SAFE (BUT THE NICKEL IS TOO BIG).

DEC 13 2013

Timing:

Production :

1025/162

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ADVENTURE TIME



Page 282

Sc. 107 cont

Pnl. J

Bg.

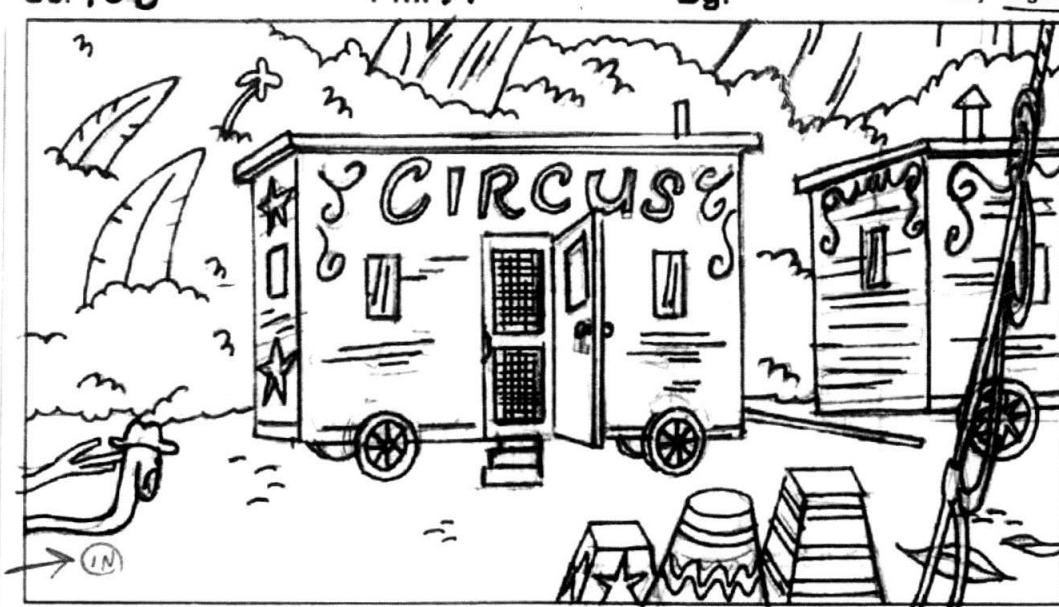
day night

Sc. 108

Pnl. A

Bg.

day night



Dialog:

Action:

WIDE SHOT (NIGHT) OF BLUE NOSE APPROACHING
THE RINGMASTER'S TRAILER.

DEC 13 2013

Timing:

EPISODE # Production :

1025 / 162

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10251162

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ADVENTURE TIME

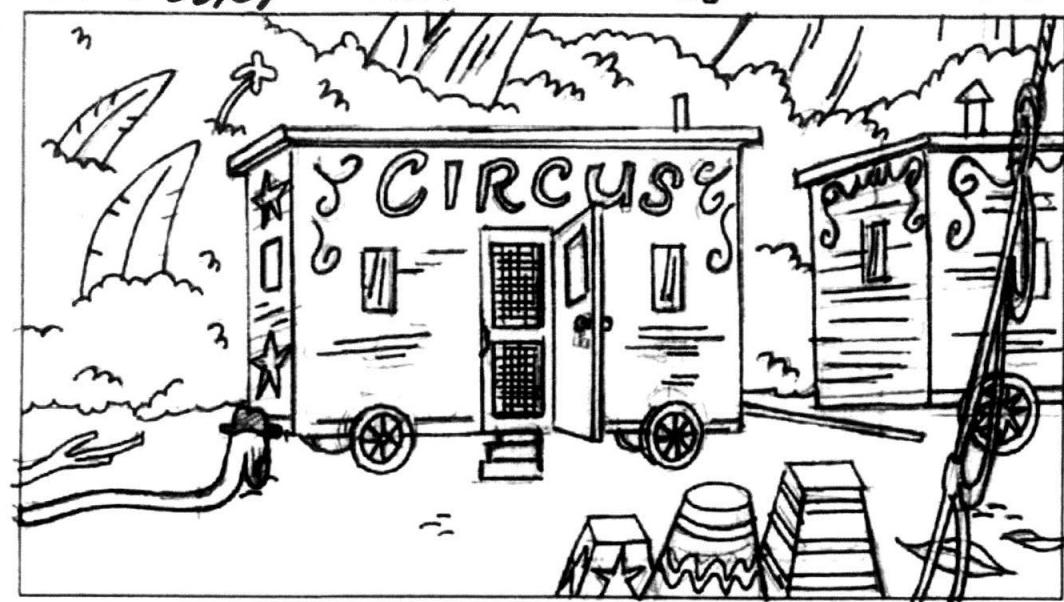


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Page

Sc. 108 cont Pnl. B

Bg.

day night

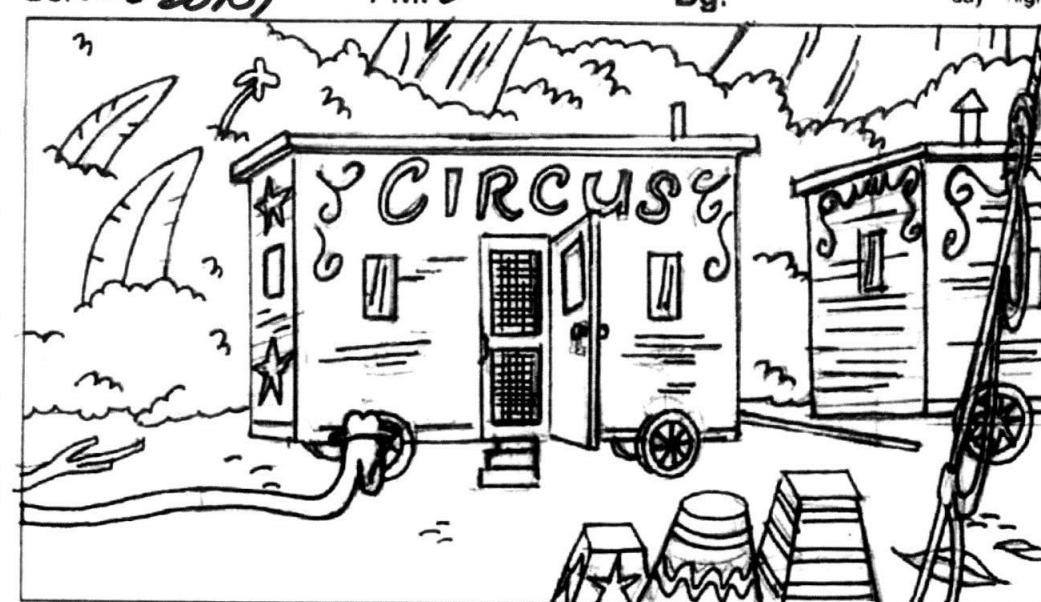


Sc. 108 cont

Pnl. C

Bg.

day night



Dialog:
SFX: CLINK! CLINK!
(FROM INSIDE THE TRAILER)

Action:

DEC 13 2013

Timing:

EPISODE #

Production :

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ADVENTURE TIME



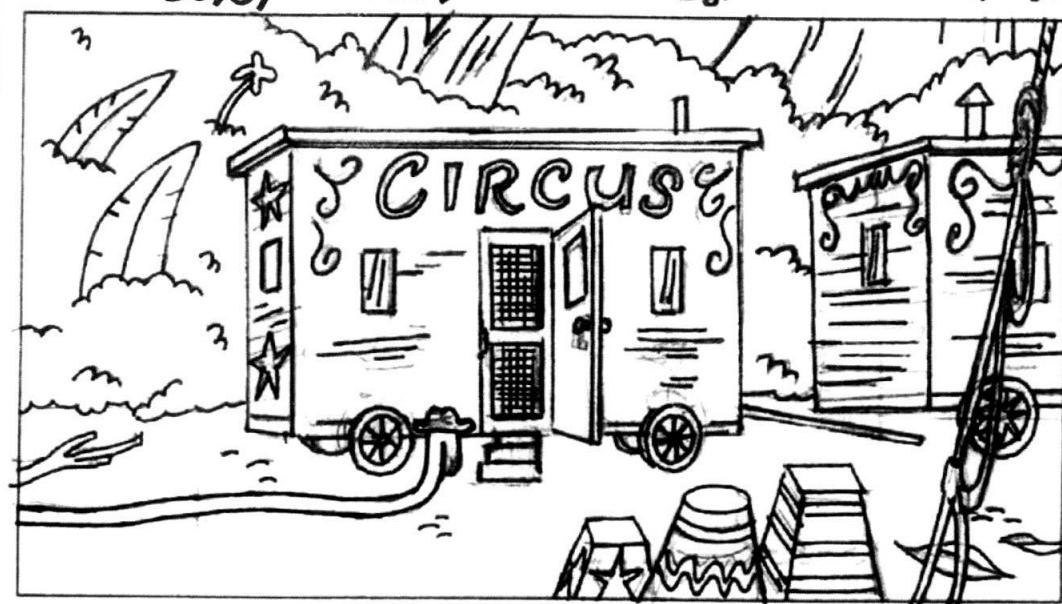
Page 284

Sc. 108 cont

Pnl. D

Bg.

day night



Sc. 109

Pnl. A

Bg.

day night



Dialog:

Action:

THE RINGMASTER IS STILL TRYING TO FIT
A NICKEL INTO A SAFE.

DEC 13 2013

Timing:

EPISODE #

Production :

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ADVENTURE TIME

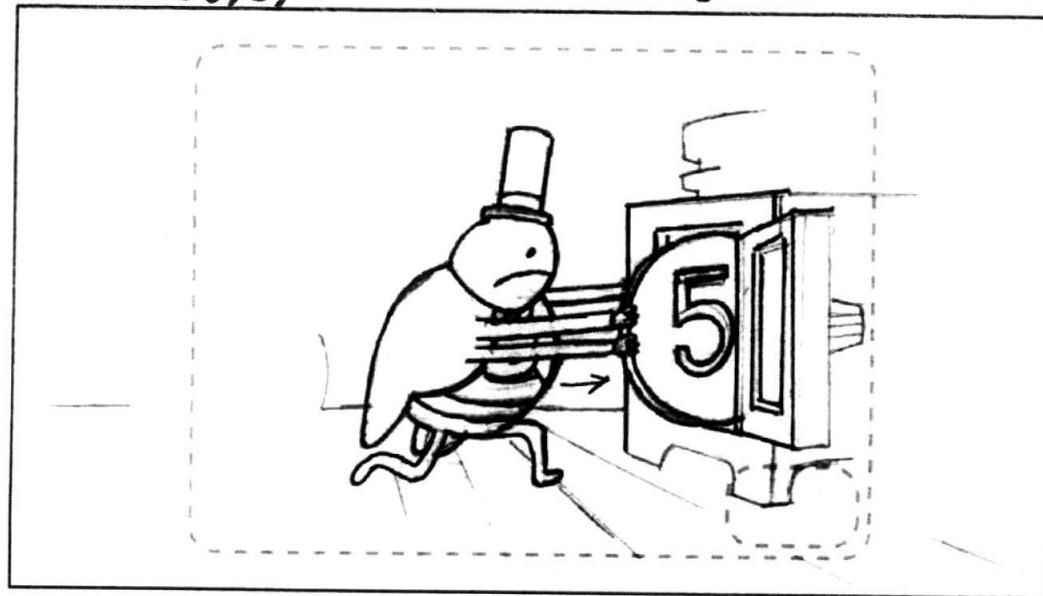


Page 285

Sc. 109 cont Pnl. B

Bg.

day night



Sc. 109 cont Pnl. C

Bg.

day night



Dialog:
SFX: CLINK!

SFX: SCREEN DOOR RATTLES

Action:

DEC 13 2013

Timing:

EPISODE #

Production

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ADVENTURE TIME



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Sc. 109 cont Pnl. D

Bg.

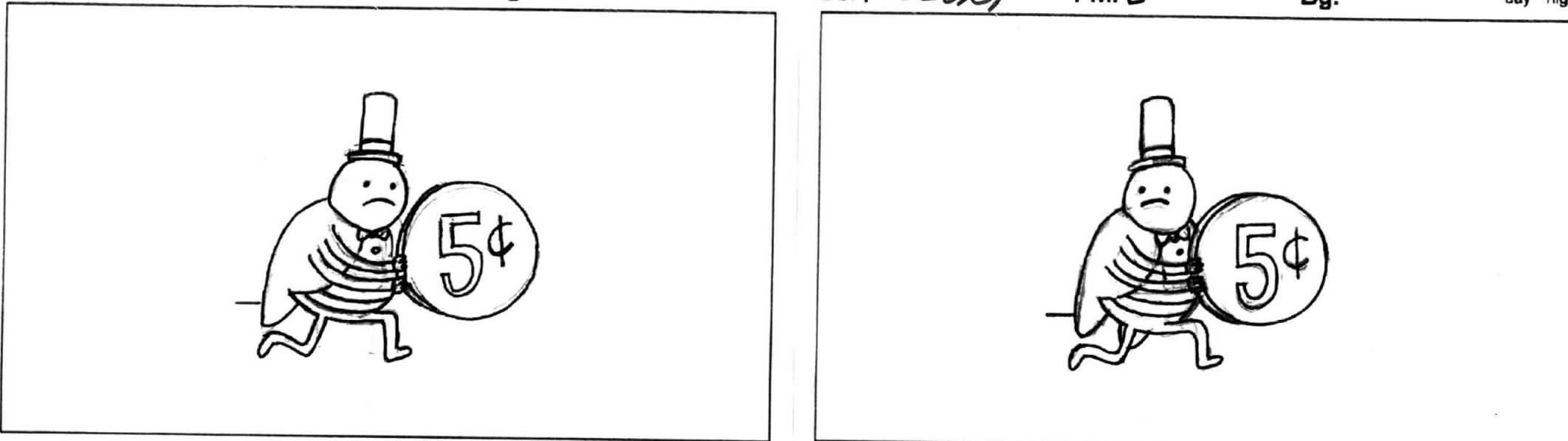
day night

Sc. 109 cont

Pnl. E

Bg.

day night

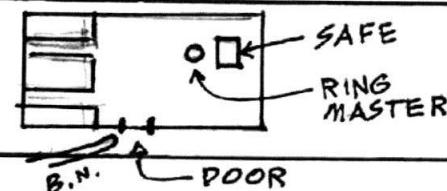


Dialog: SFX: SCREEN DOOR RATTLES AGAIN.

Action: THE RINGMASTER LOOKS UP -- HE HAS HEARD THE SCREEN DOOR RATTLE.

THE RINGMASTER LOOKS AT THE (O.S.) SCREEN DOOR.

DEC 13 2013



Timing:

EPISODE #

Production :

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ADVENTURE TIME

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Sc. 109 cont

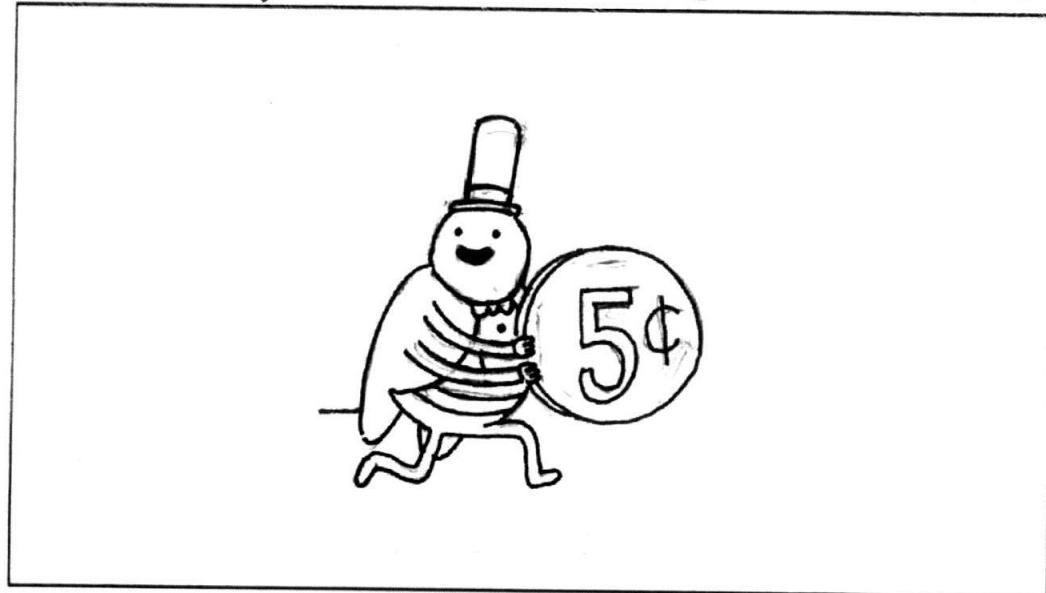
Pnl. F

Bg.



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day night



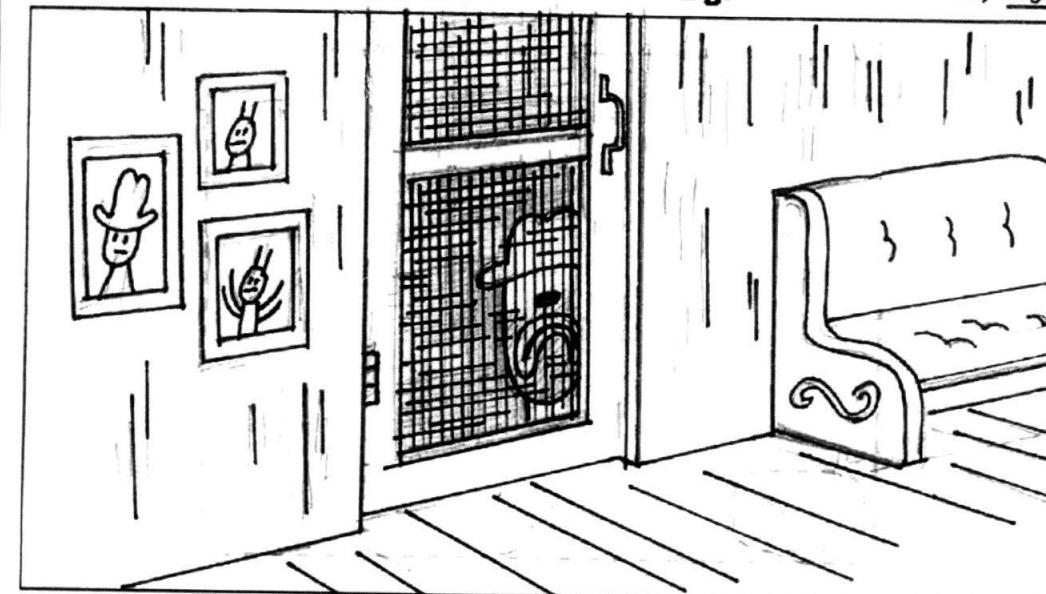
day night

Sc. 110

Pnl. A

Bg.

day night



Dialog:

RINGMASTER: BLUE NOSE!

RINGMASTER: Boy, AM I GLAD TO SEE YOU!
(V.O.)

Action:

BLUE NOSE IS STANDING OUTSIDE THE SCREEN DOOR.

DEC 13 2013

Timing:

EPISODE #

Production :

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1025/162

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ADVENTURE TIME



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day night

Sc. III

Pnl. A

Bg.

day night

Sc. III cont

Pnl. B

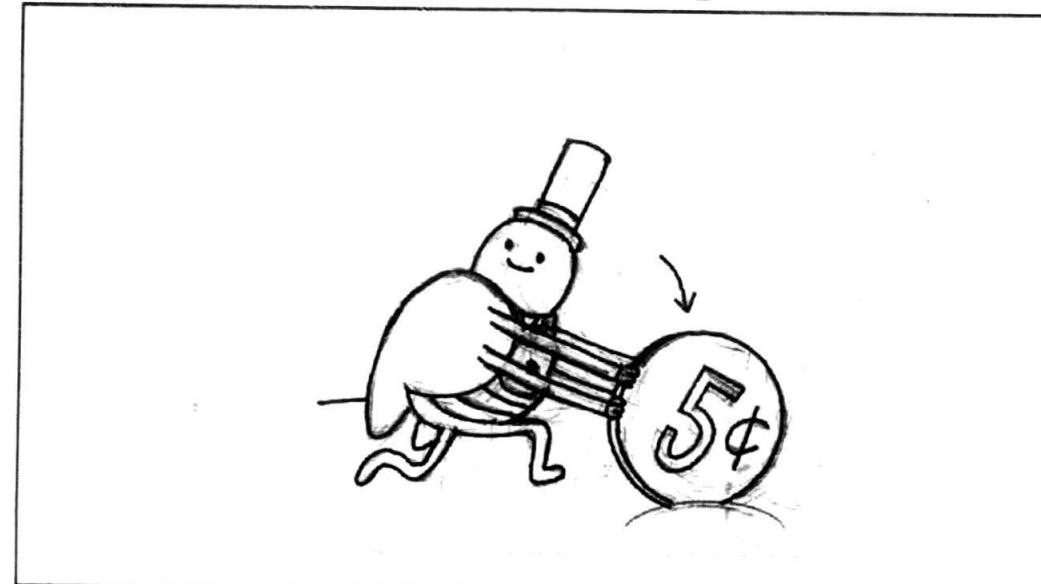
Bg.

day night

EPISODE #

Production :

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Dialog:

RINGMASTER: COME IN! COME IN!

SFX: SCREEN DOOR OPENING.

DEC 13 2013

Action: ON RINGMASTER.

RINGMASTER PUTS DOWN NICKEL.

Timing:

1025/162

ADVENTURE TIME



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Sc. III cont

Pnl. C

Bg.

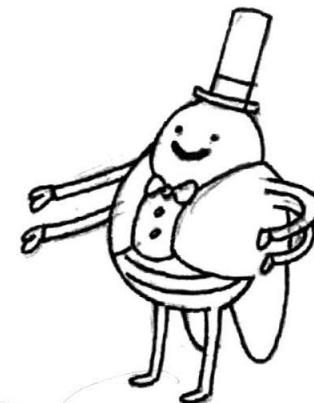
day night

Sc. III cont

Pnl. D

Bg.

day night



Dialog:

RINGMASTER: SIT DOWN.

Action: RINGMASTER STANDS, TURNS TO (O.S.) BLUE NOSE.

RINGMASTER GESTURES TO (O.S.) TABLE.

DEC 13 2013

Timing:

EPISODE #

Production :

ADVENTURE TIME

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Sc. III cont

Pnl. E

Bg.



day night

Sc. III cont

Pnl. F

Bg.

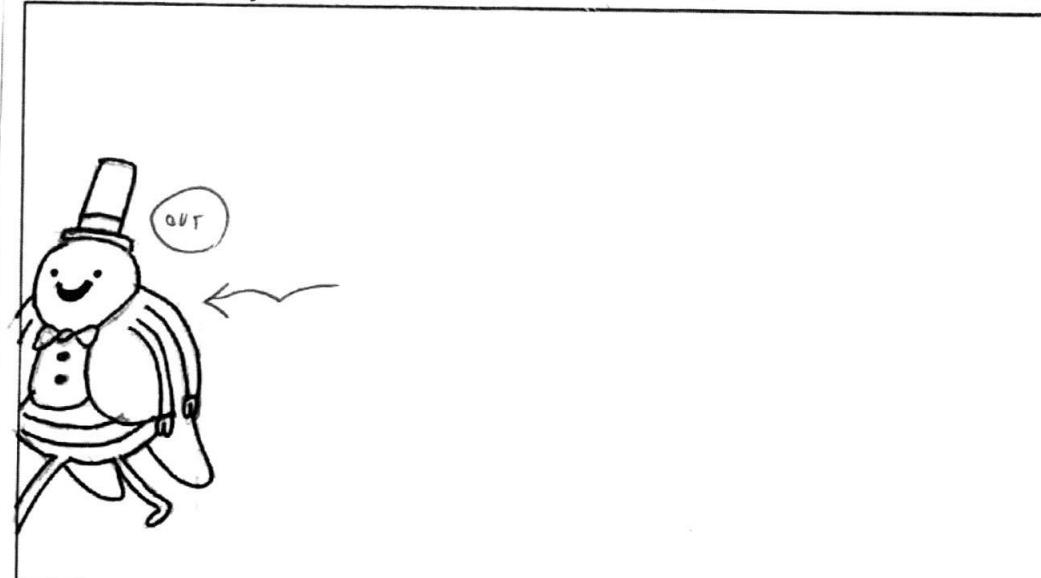
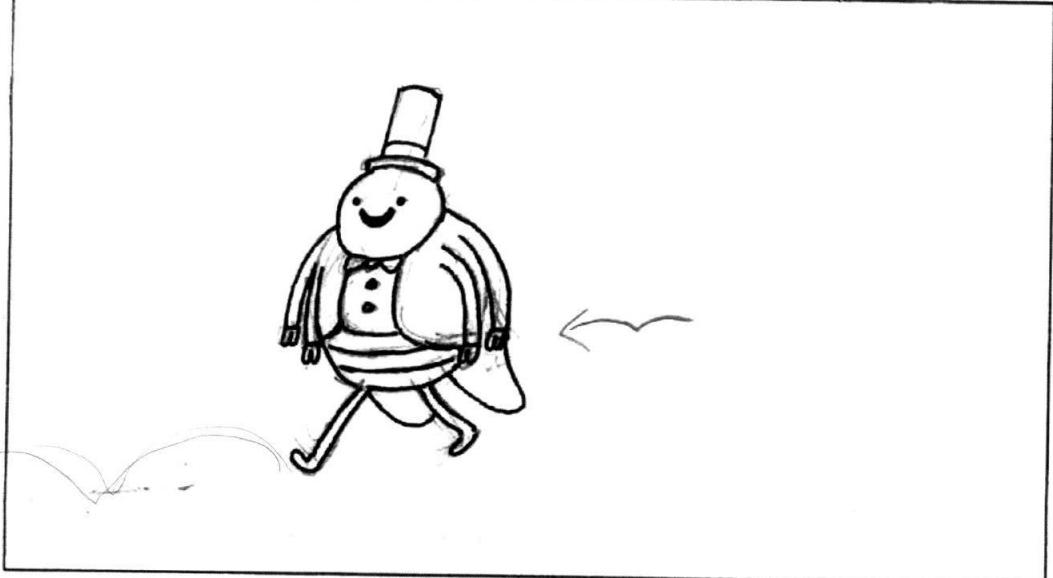
Page 290

day night

EPISODE #

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Dialog: RINGMASTER: YOU DID GOOD

RINGMASTER: OUT THERE TONIGHT

Action: RINGMASTER WALKS OUT (TO TABLE)

DEC 13 2013

Timing:

Production :

ADVENTURE TIME



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Sc. 112

Pnl. A

Bg.

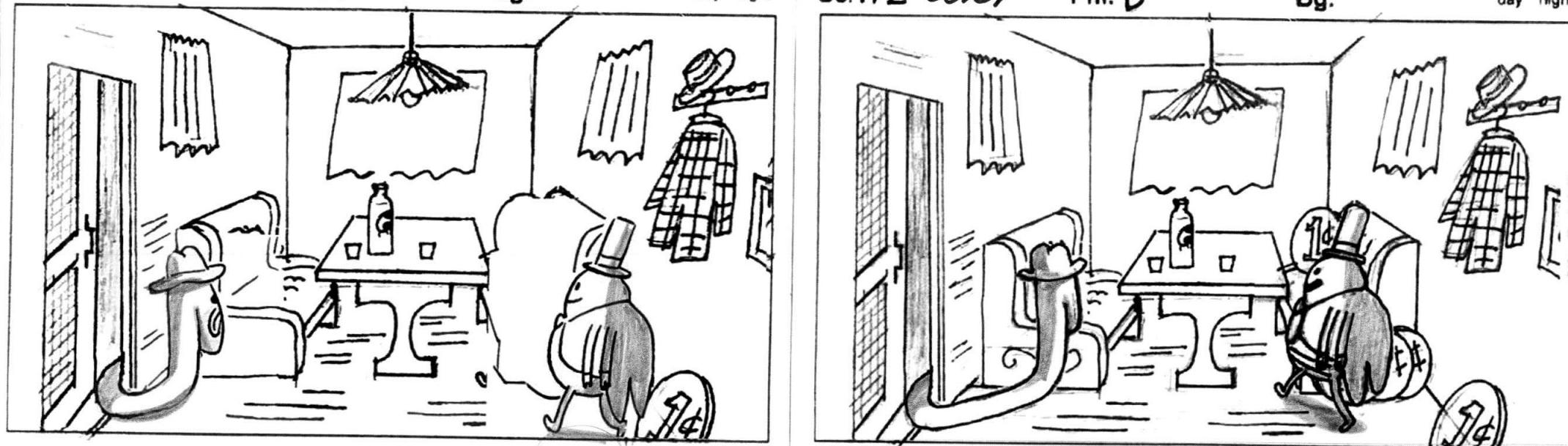
day night

Sc. 112 const

Pnl. B

Bg.

day night



Dialog:

RINGMASTER: WITH THE BELLY DANCING

Action: ON DINNER TABLE, INSIDE TRAILER.

B.N. AND RINGMASTER BOTH SIT DOWN.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

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ADVENTURE TIME



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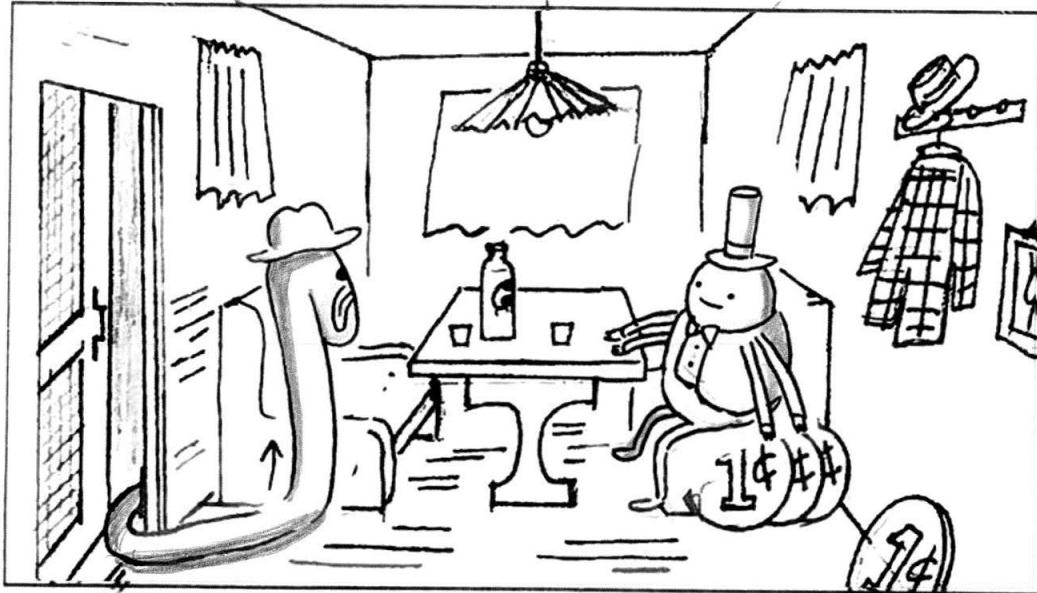
Page

Sc. 112 cont

Pnl. C

Bg.

day night

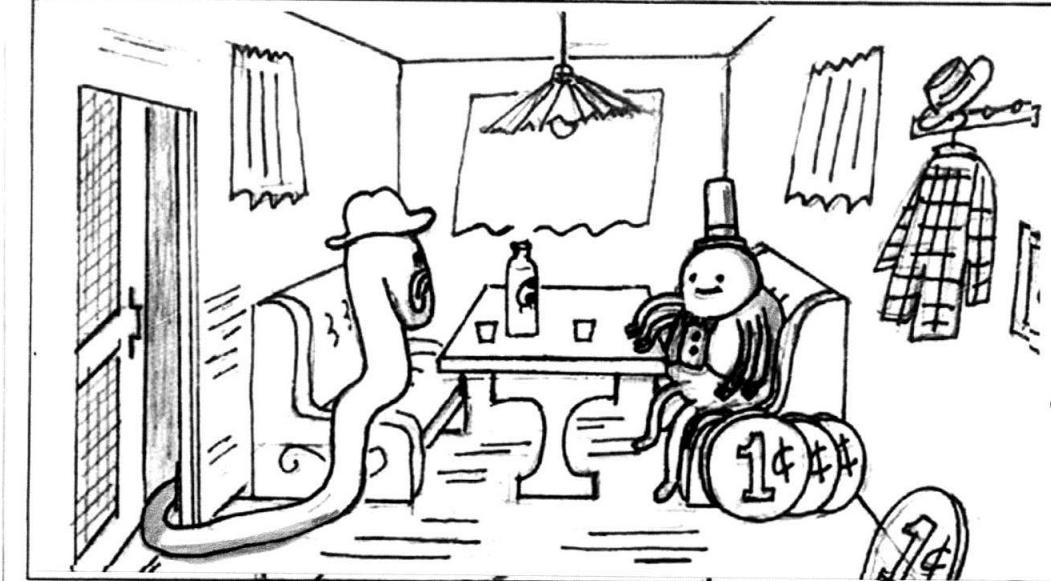


Sc. 112 cont

Pnl. D

Bg.

day night



Dialog:

RINGMASTER: ROUTINE.

RINGMASTER: REAL GOOD...

Action:

DEC 13 2013

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Page 293

Hu Cut

Sc. 112 *cont*

Pnl. E

Bg.

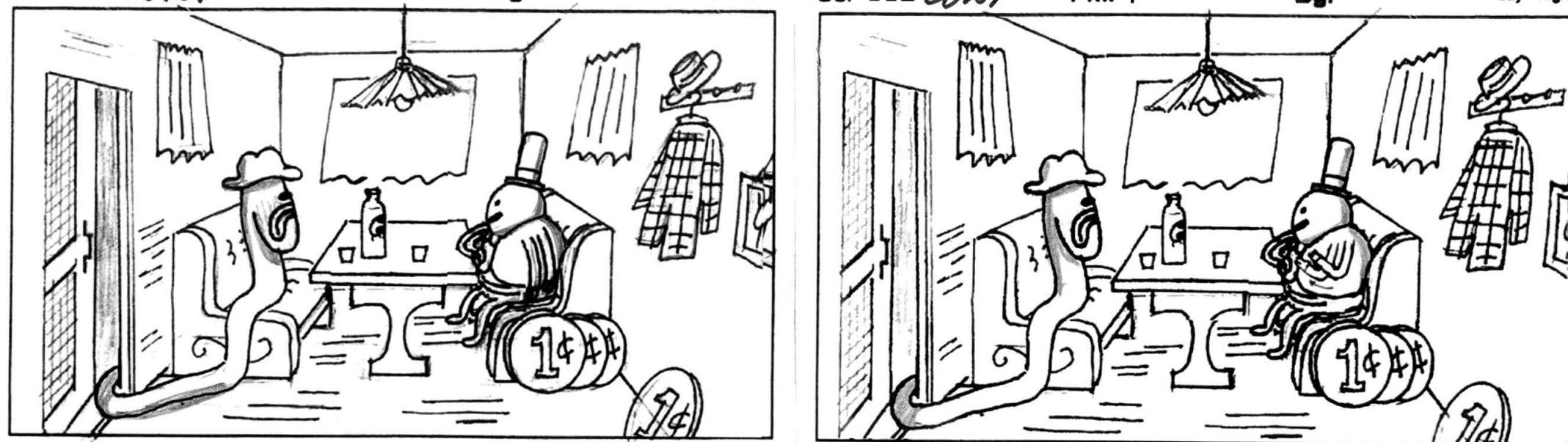
day night

Sc. 112 *cont*

Pnl. F

Bg.

day night



Dialog:

RINGMASTER: Aw, DON'T GIVE ME THAT LOOK.

Action:

ON TABLE AGAIN. (LIKE SC. 112)

DEC 13 2013

Timing:

EPISODE #

Production

1025/162

1025/162

1025/162

H.C.

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ADVENTURE TIME

Sc. 113

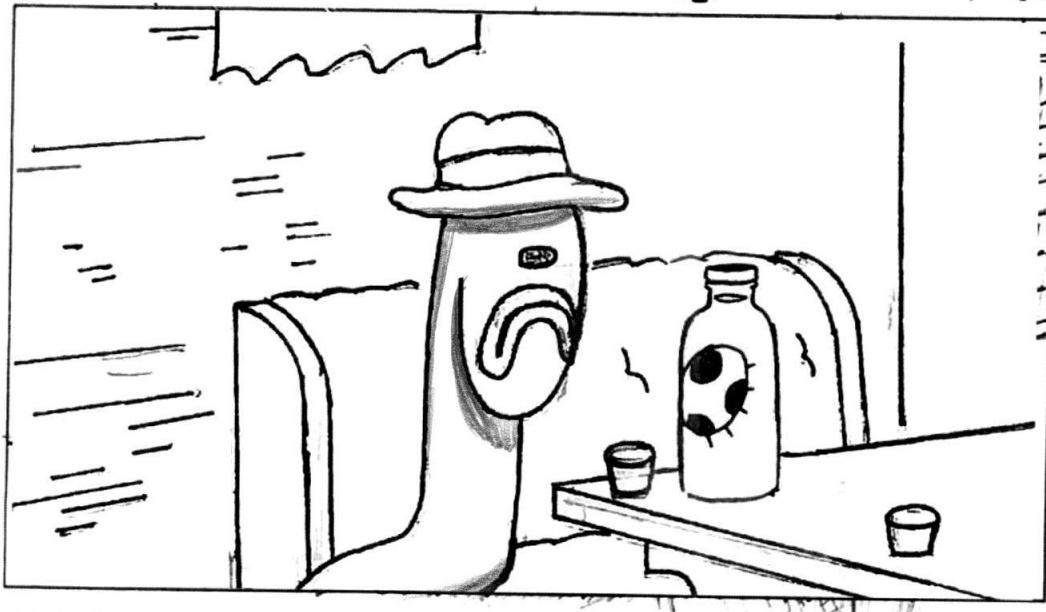
Pnl. A

Bg.



H.C.

day night

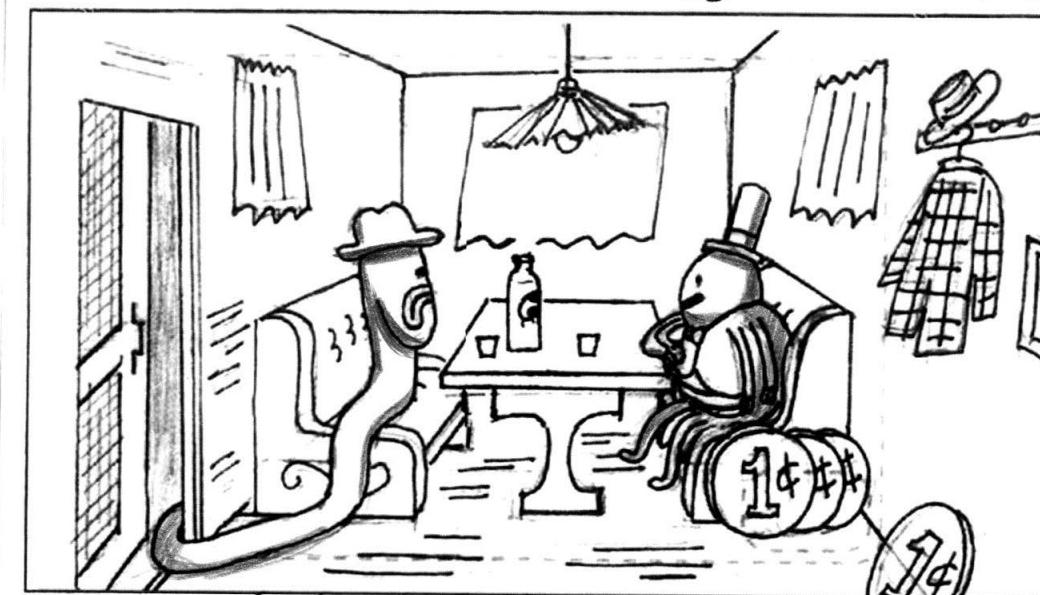


Sc. 114

Pnl. A

Bg.

day night



Dialog:

RINGMASTER: I KNOW WE SAID WE WERE
(V.O.) GOING TO LET THE
CHIPMUNK GO

RINGMASTER: AT THE END OF
LAST SEASON,

Action:

CLOSE ON SERIOUS-LOOKING BLUE NOSE. (HOLD.)

DEC 13 2013

Timing:

EPISODE #

Production :

Page 294

1025/162

1025/162

ADVENTURE TIME



HU
cut

Page 295

Sc. 114 cont

Pnl. B

Bg.

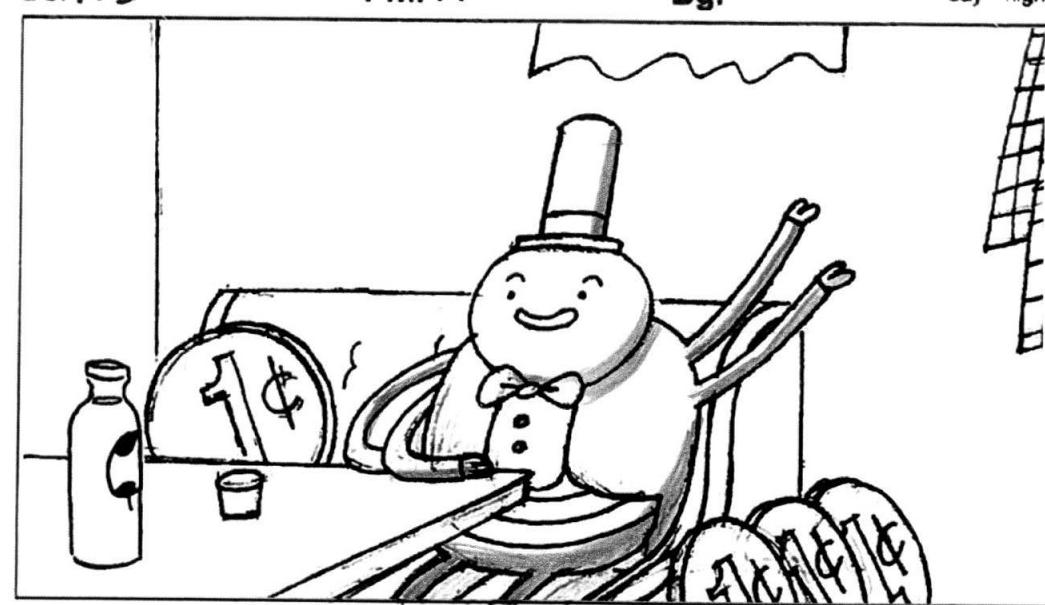
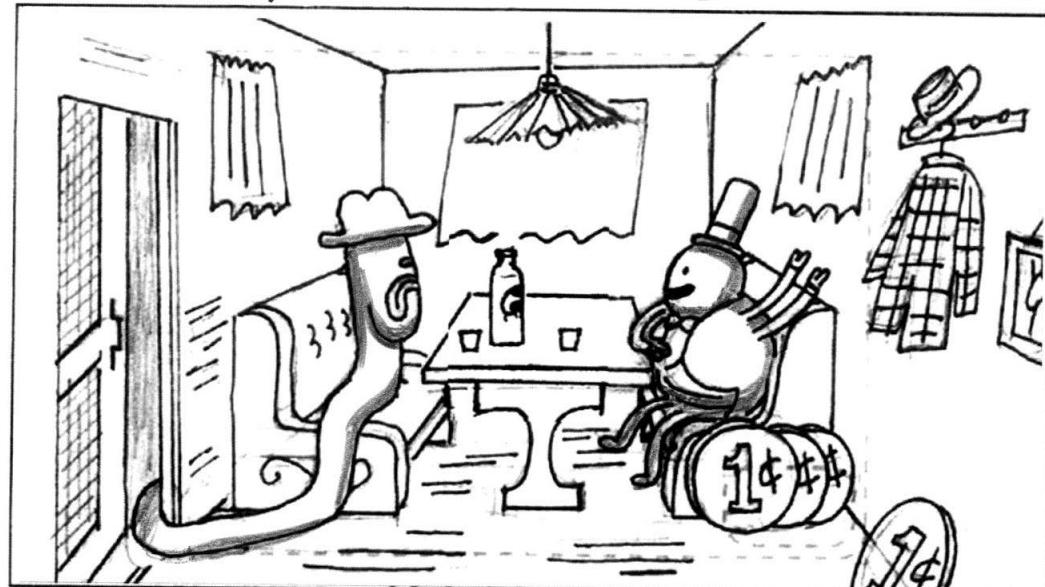
day night

Sc. 115

Pnl. A

Bg.

day night



Dialog:

RINGMASTER: BUT GORALINA IS OUR BIG DRAW.

RINGMASTER: YOU

Action:

BEWILDERED, POWERLESS POSE.

ON RINGMASTER, CAJOLING BLUE NOSE.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

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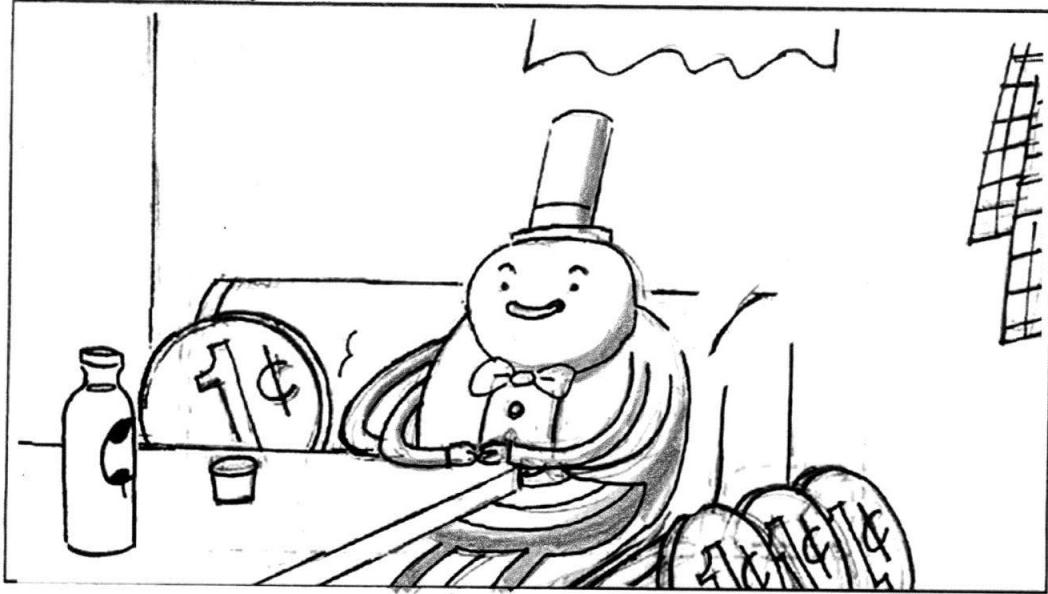
ADVENTURE TIME



Sc. 115 ~~CONT~~ Pnl. B

Bg.

day night

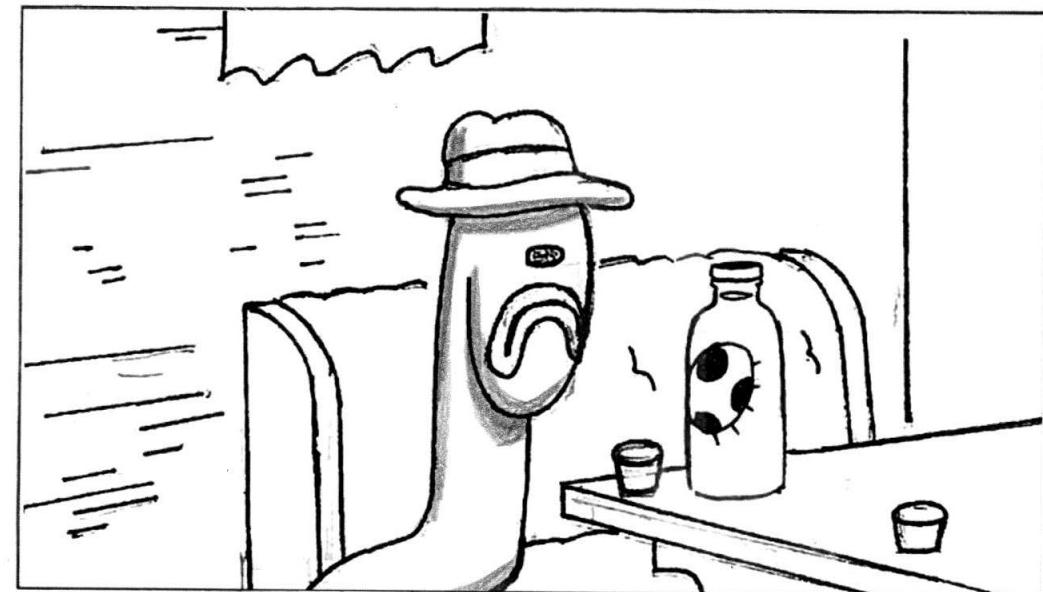


Sc. 116

Pnl. A

Bg.

day night



Page 296

CUT

EPISODE #

Production

Dialog:

RINGMASTER: UNDERSTAND THAT.

Action:

ANOTHER SHOT OF SERIOUS-LOOKING
BLUE NOSE. (SAME SETUP AS SC. 113)

DEC 13 2013

Timing:

1025/162

1025/162

ADVENTURE TIME

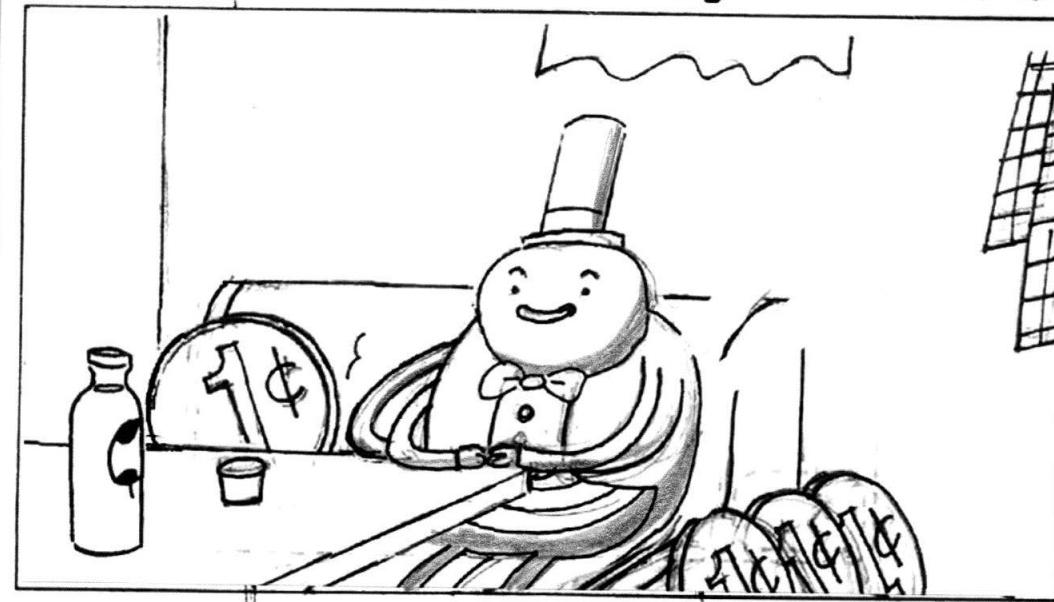
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Sc. 117

Pnl. A

Bg.

day night



Sc. 117 cont

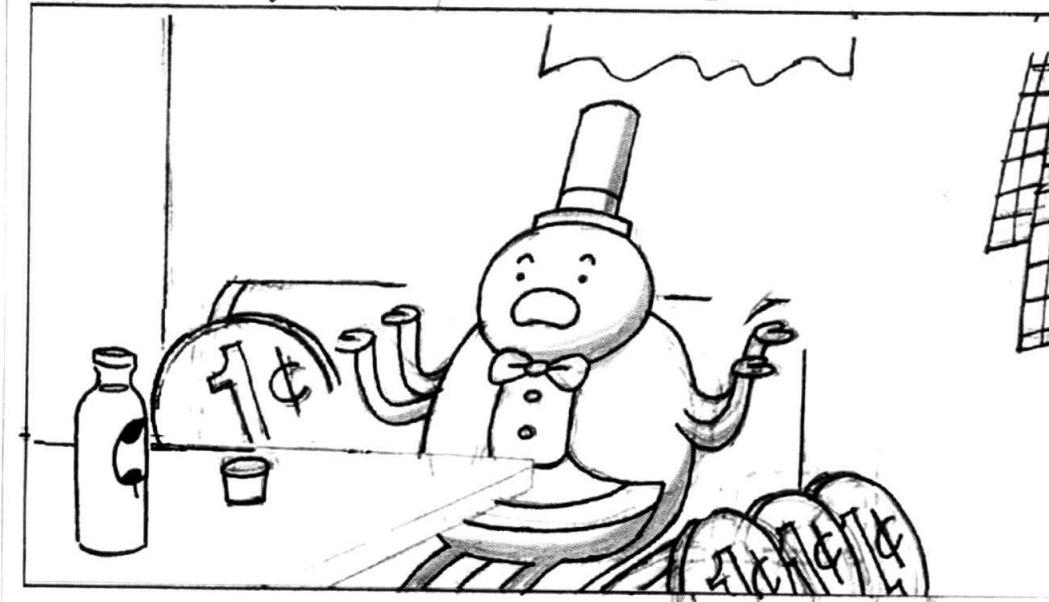
Pnl. B

Bg.

Page 297

day night

297ANEXT



Dialog:

RINGMASTER: WE'RE BARELY BREAKING EVEN HERE.

Action:

BEWILDERED, POWERLESS POSE.

DEC 13 2013

Timing:

EPISODE #

Production:

1025/162

1025/162

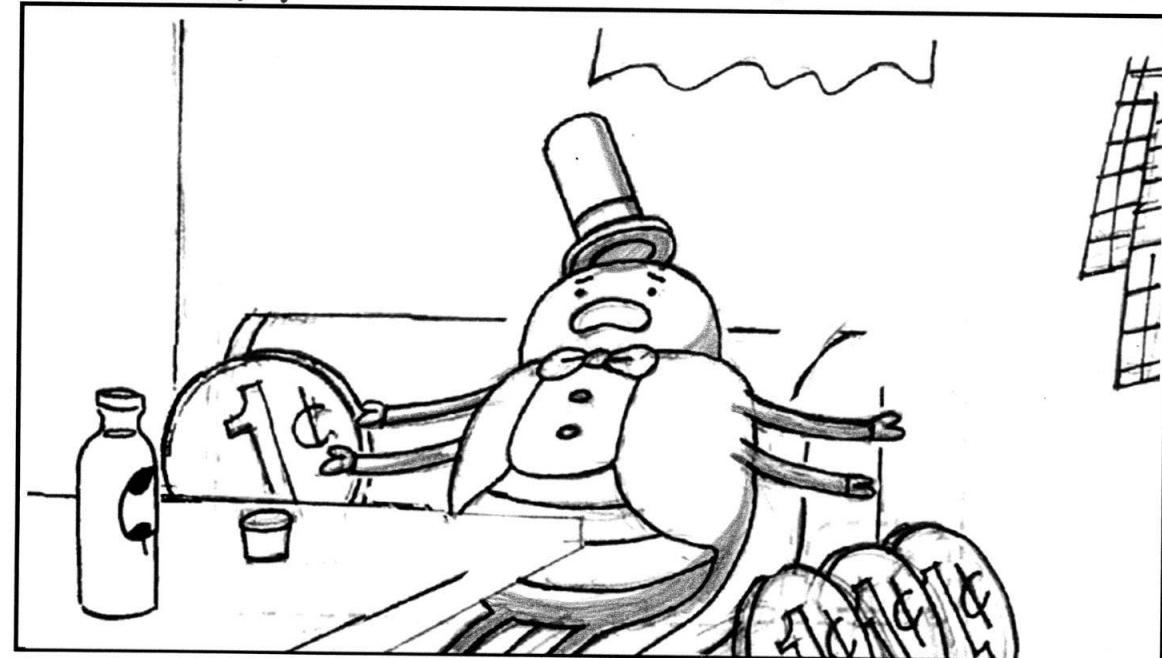
ADVENTURE TIME



Sc. 117 *cont* Pnl. C

Bg.

day night



Dialog:

RINGMASTER: WHAT DO YOU WANT FROM ME?

SFX: CLOP! (HAT HITTING WALL)

Action:

MARTYRED POSE.

Timing:

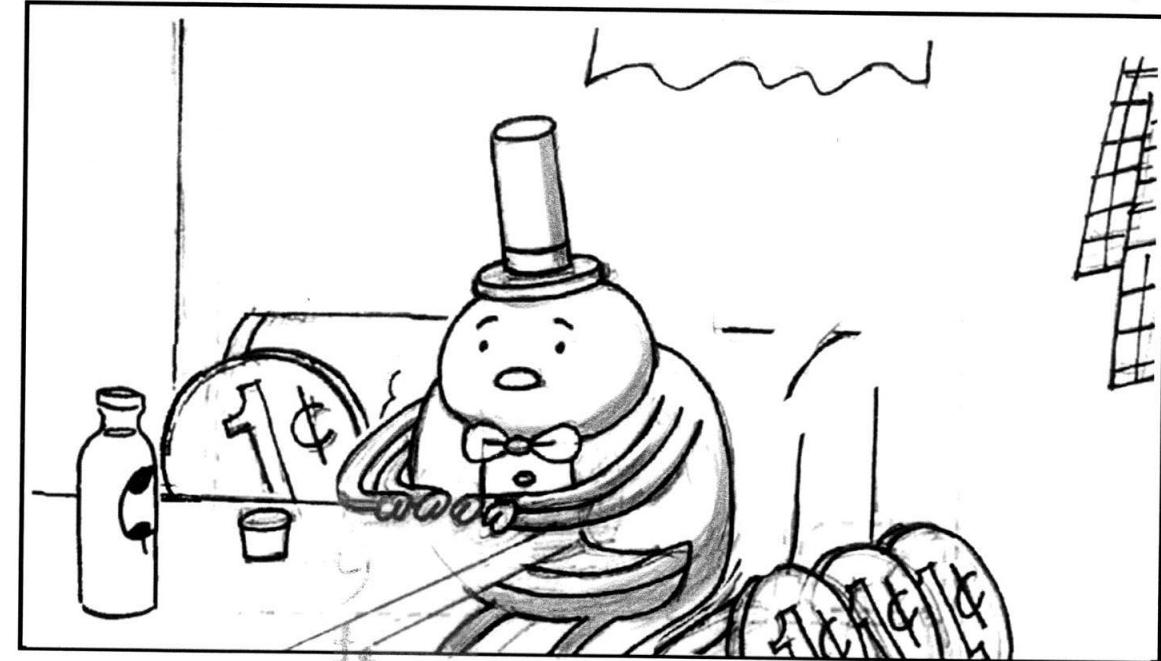
Sc. 117 *cont* Pnl. D

Bg.

Page 297A

297B

NEXT
day night



RINGMASTER: LOOK, THERE'S ANOTHER
SHOW IN AN HOUR.

CONFIDENTIAL POSE.

DEC 13 2013

Production:

EPISODE #

1025/162

1025/162

ADVENTURE TIME

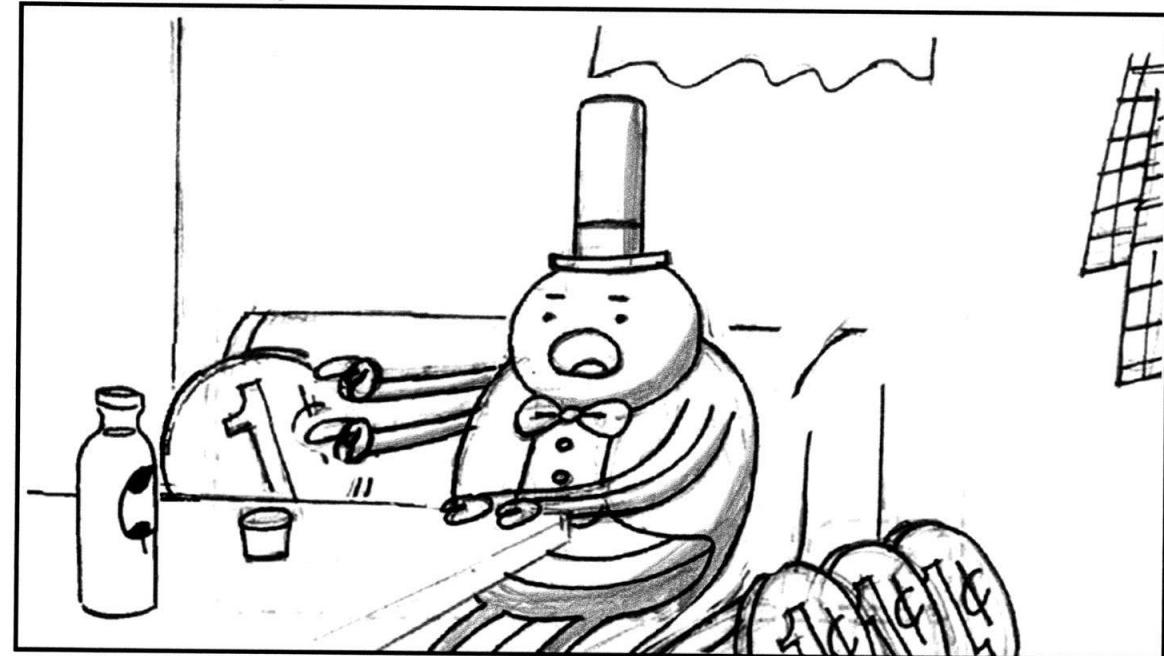


Sc. 117 *cont*

Pnl. E

Bg.

day night

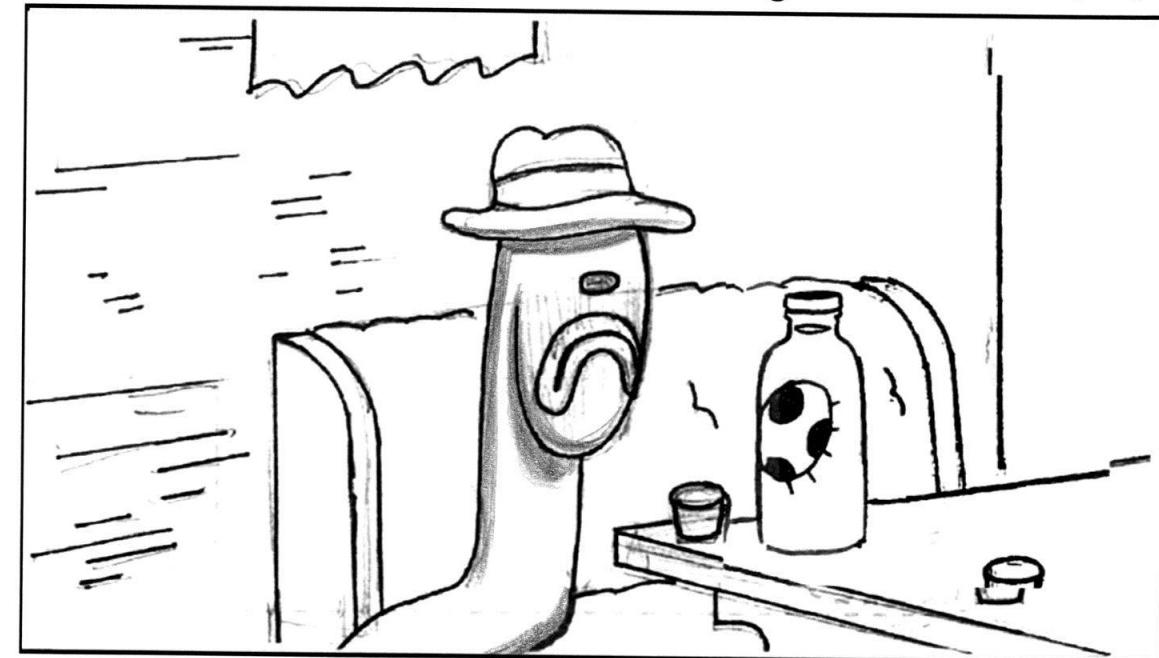


Sc. 117A

Pnl. A

Bg.

Page 297B
297C *next*
day night



Dialog:

RINGMASTER: YOU COME UP WITH

RINGMASTER: (V.O.) AN ACT THAT CAN RIVAL
GORALINA THEN WE CAN TALK...

Action:

BUSINESSLIKE POSE.

ANOTHER SHOT OF SERIOUS-LOOKING
BLUE NOSE. (SAME SETUP AS SC. 113)

DEC 13 2013

Timing:

Production:

EPISODE #

1025 / 162

1025 / 162

ADVENTURE TIME

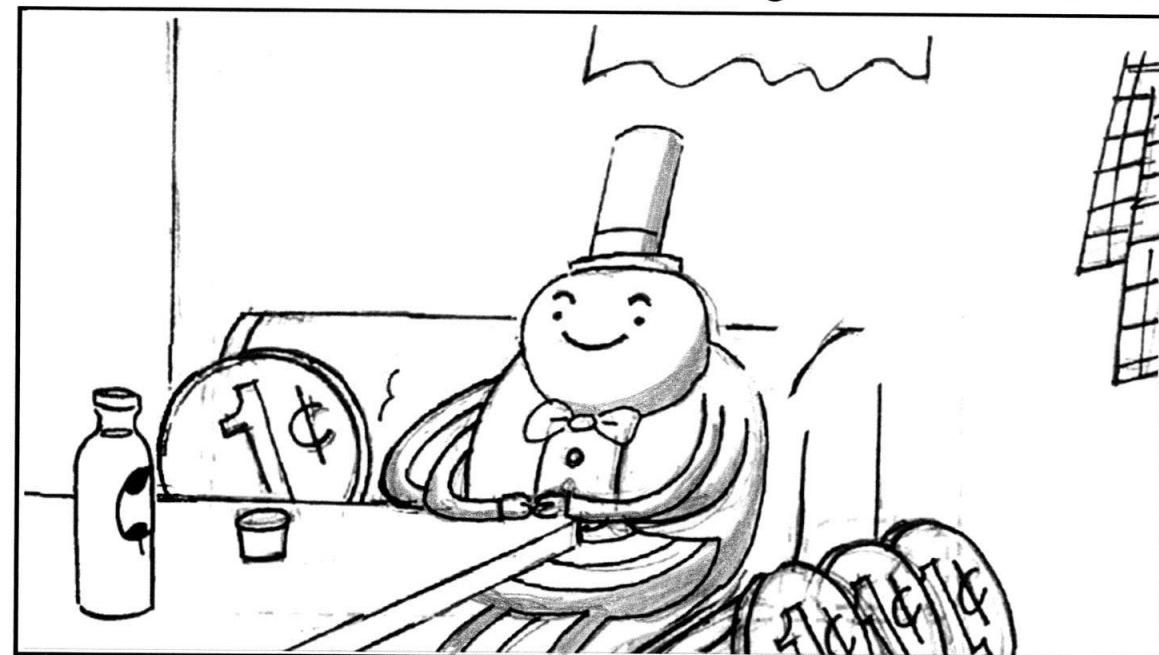


Sc. 117B

Pnl. A

Bg.

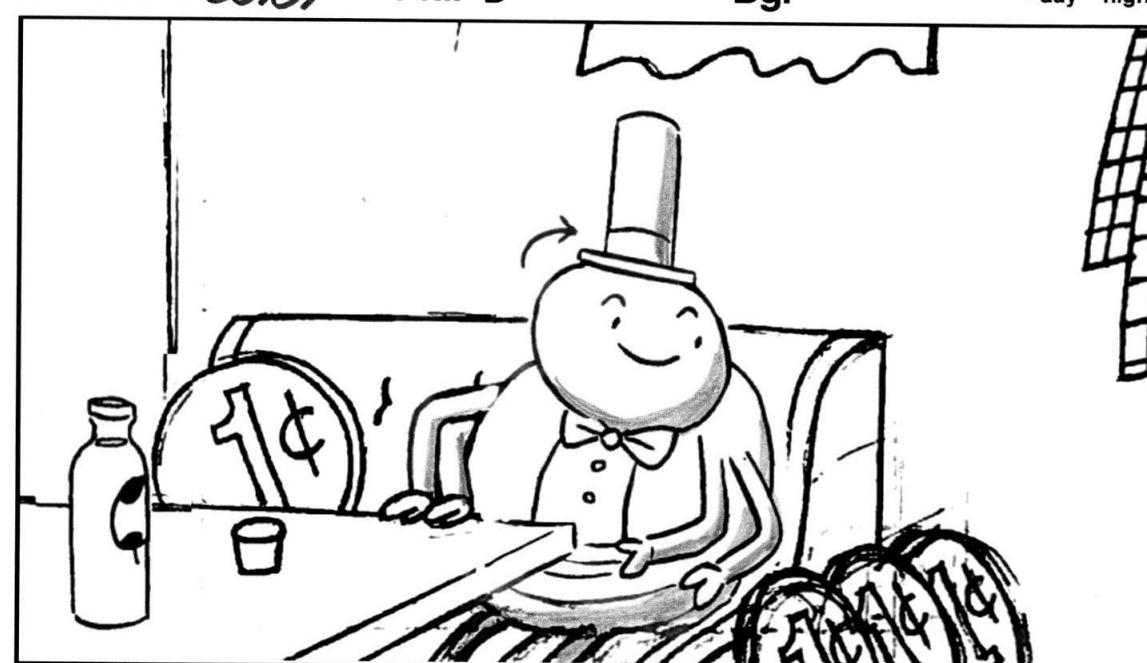
day night



Sc. 117B *cont*

Pnl. B

Bg.



Page 297C

298NEXT
day night

Dialog:

Action: RINGMASTER IN FRIENDLY POSE.

DEC 13 2013

Timing:

Production:

1025/162

EPISODE # 162

ADVENTURE TIME

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Sc. 117B cont

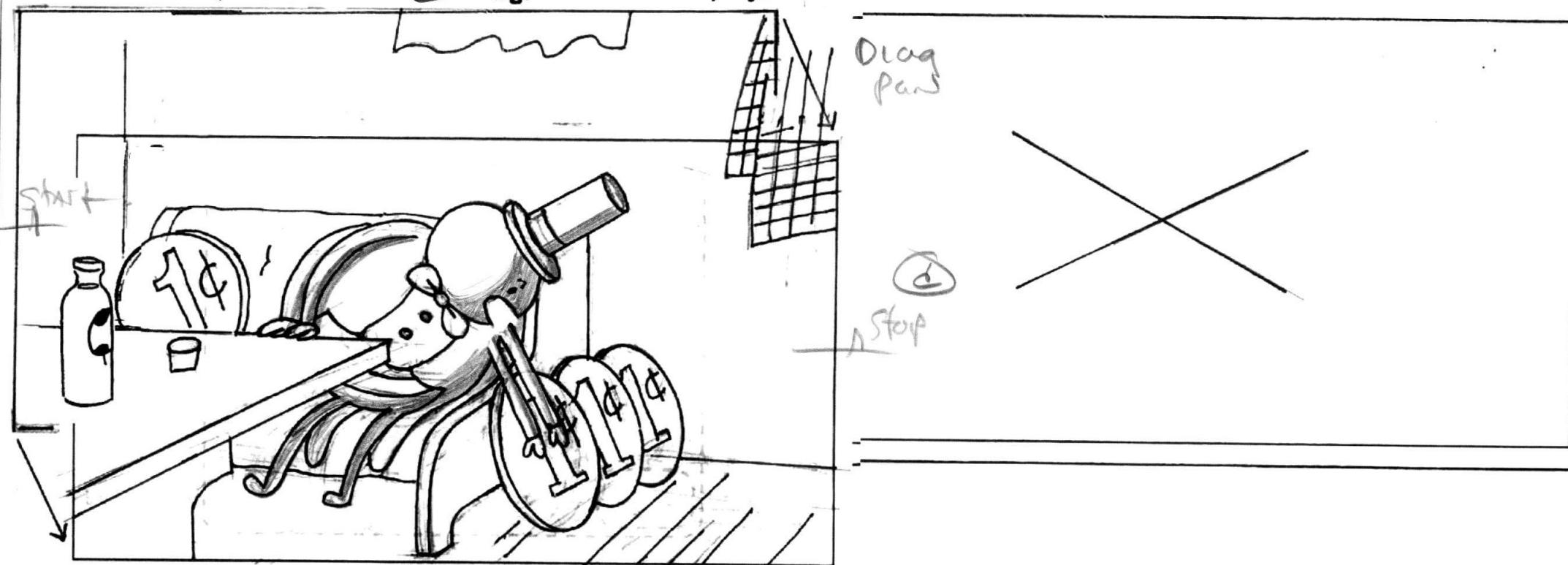
C

Bg.



day night

Page 298



RINGMASTER: BUT LOOK WHAT SHE GOT US
LAST NIGHT.

Action:

- RINGMASTER LEANS DOWN TO THREE OF HIS PRIZED PENNIES
- PAN W. ACTION

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

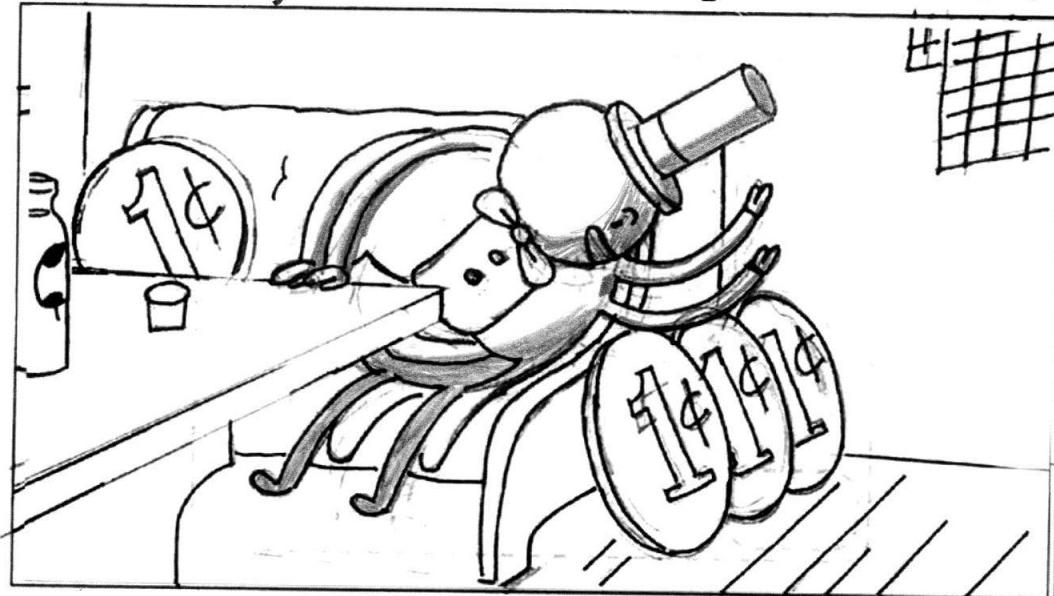
1025/162

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Sc. 117B *cont* Pnl. D

Bg.

day night



Dialog:
RINGMASTER: THREE

Action:

Timing:



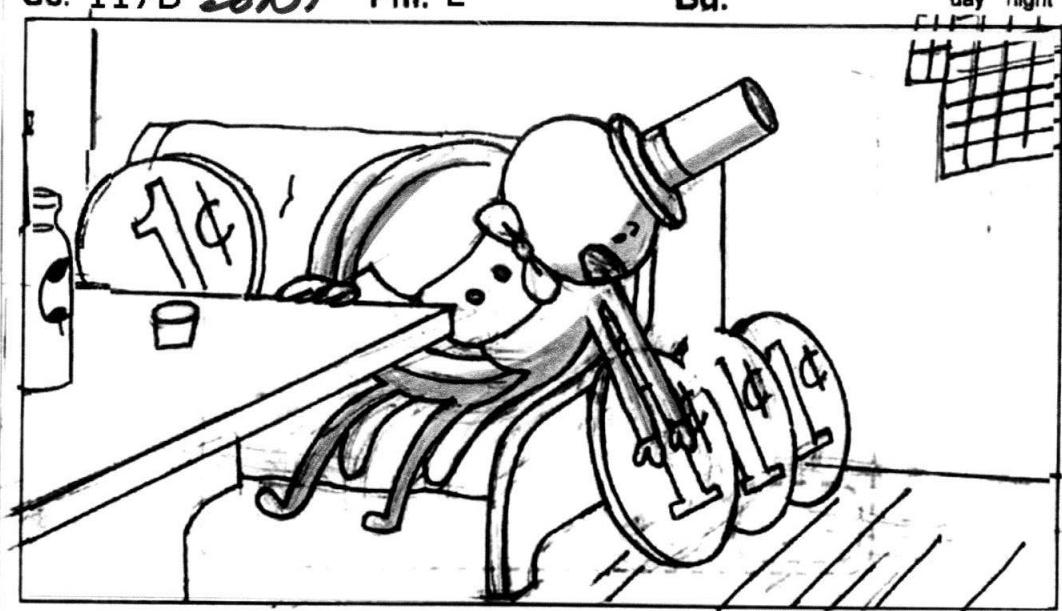
Page 299

day night

Sc. 117B *cont* Pnl. E

Bg.

day night



RINGMASTER: WHOLE

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

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Sc. 117B ~~CONT~~ Pnl. F

Bg.



HU Cut

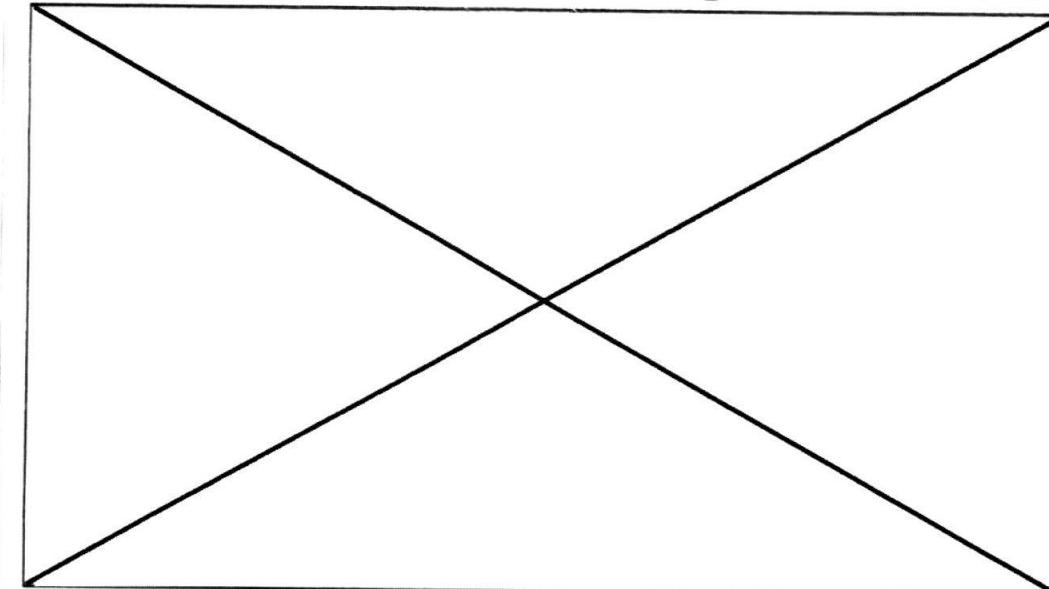
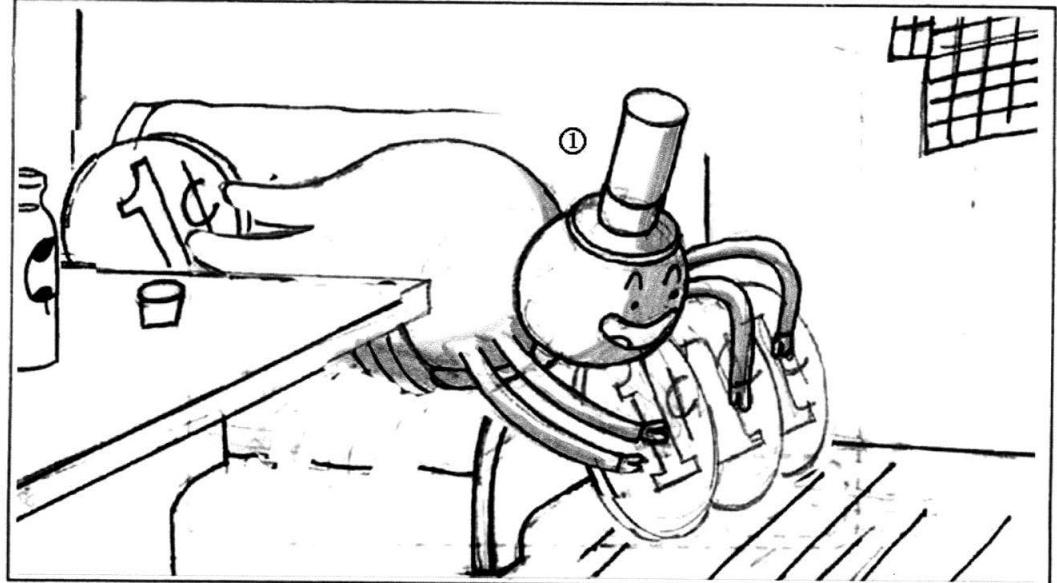
day night

Sc.

Pnl.

Bg.

Page 300
NO PG 301
day night

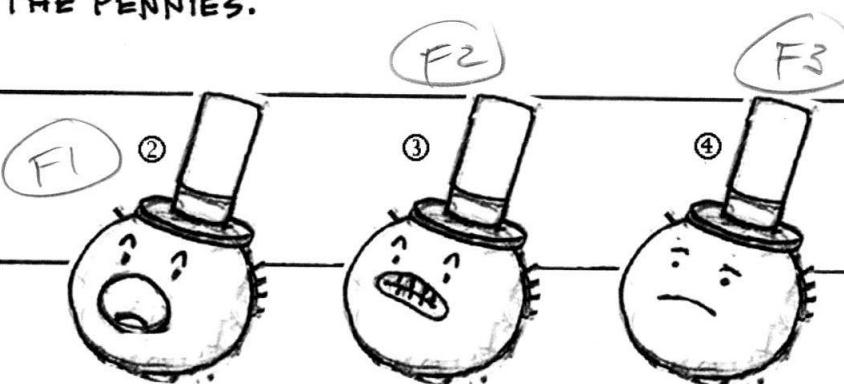


Dialog: RINGMASTER: PENNIES. THINK YOU CAN MAKE ME THIS KIND OF CASH?

Action: RINGMASTER LOSES HIS CALM SELF-CONTROL, ADMIRING THE PENNIES.

DEC 13 2013

Timing:



Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

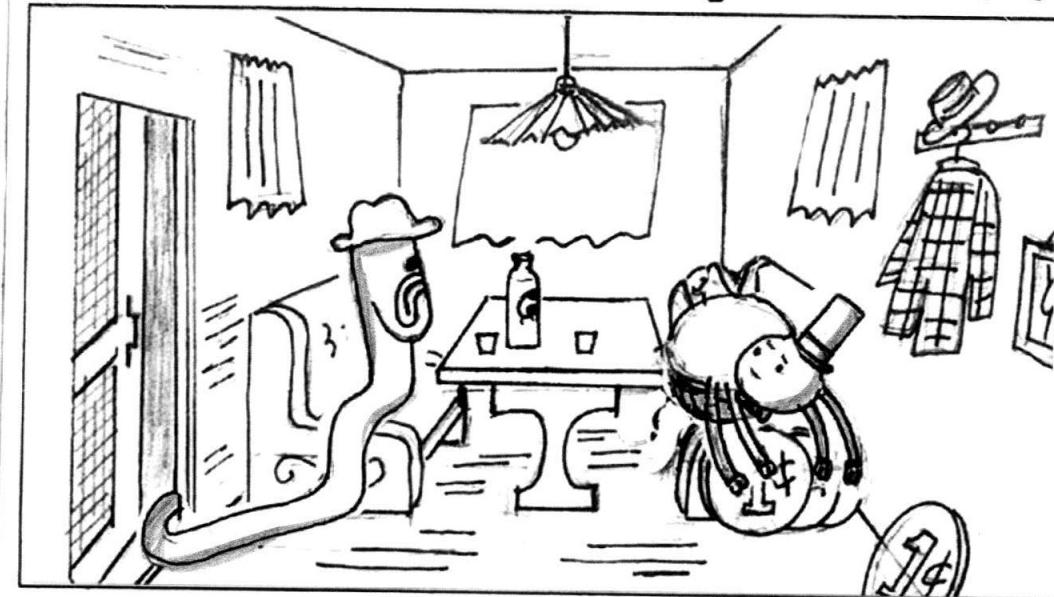


Sc. 118

Pnl. A

Bg.

day night

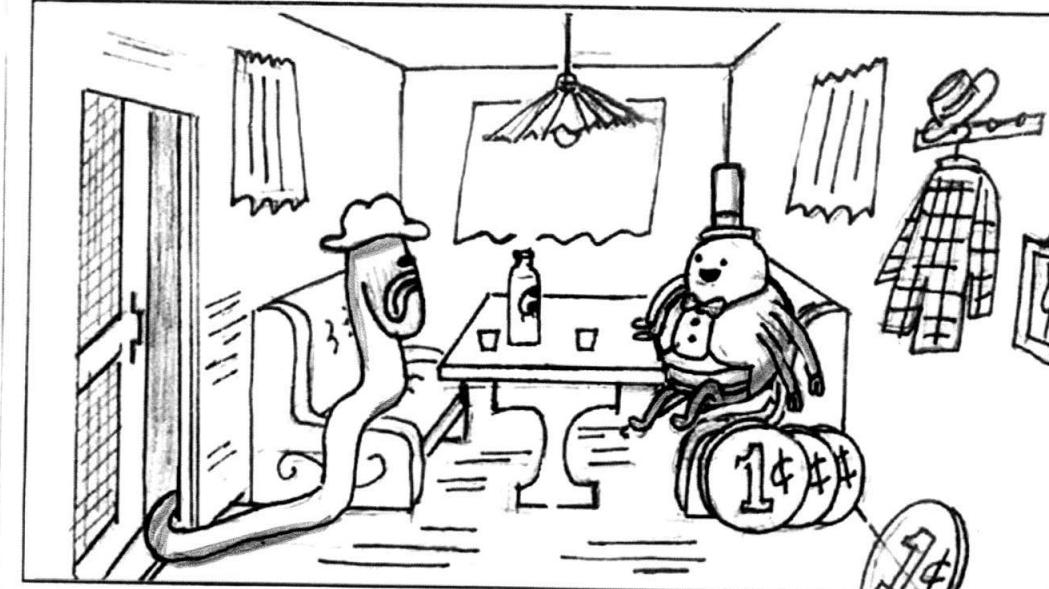


Sc. 118 CONT

Pnl. B

Bg.

day night



Dialog:

RINGMASTER: YOU DO THAT, I WON'T NEED

Action:

ON TABLE (LIKE SC. 112)

DEC 13 2013

Timing:

Production :

ADVENTURE TIME

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Sc. 118 cont Pnl. C

Bg.



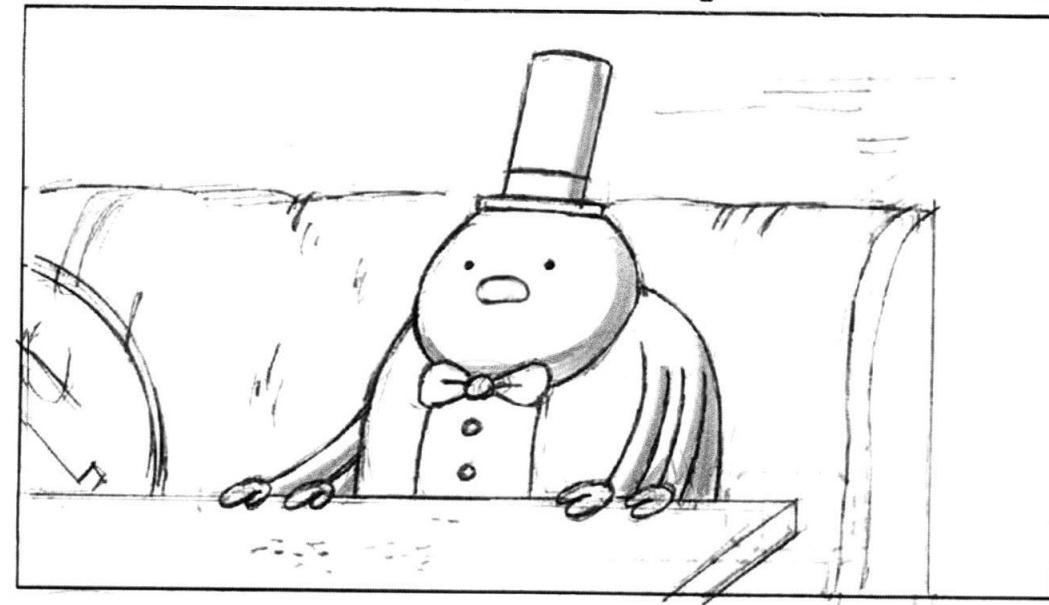
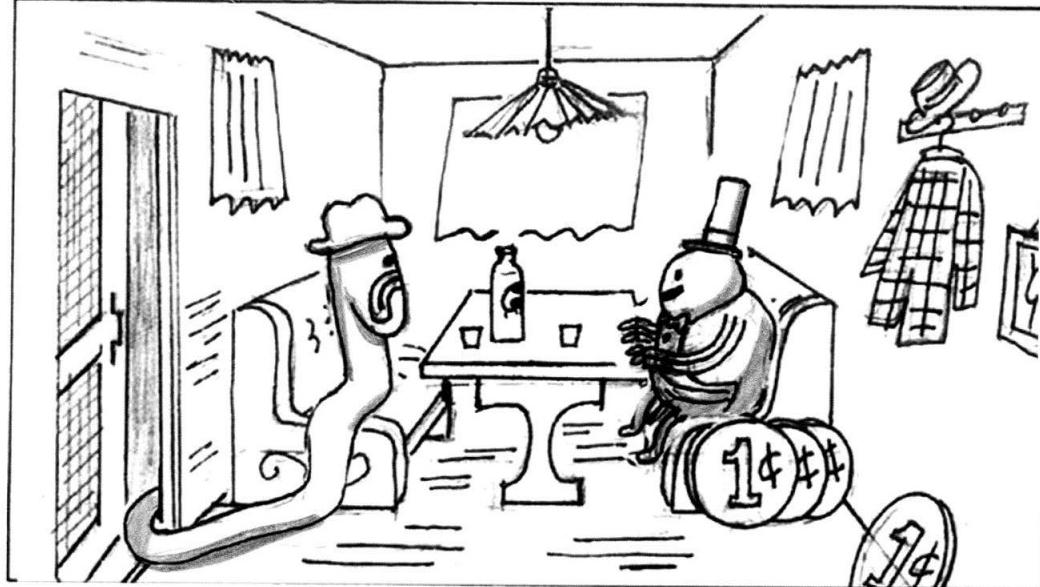
day night

Sc. 119

Pnl. A

Bg.

Page 303
303A NEXT
day night



Dialog:
RINGMASTER: THE CHIPMUNK ANYMORE.
I'LL LET HER GO.

RINGMASTER: JUST

Action:

- ON RINGMASTER (A BIT CLOSER THAN SG 115 / SG 117)
- FRIENDLY EXPRESSION.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Sc. 119 *cont*

Pnl. B

Bg.

day night

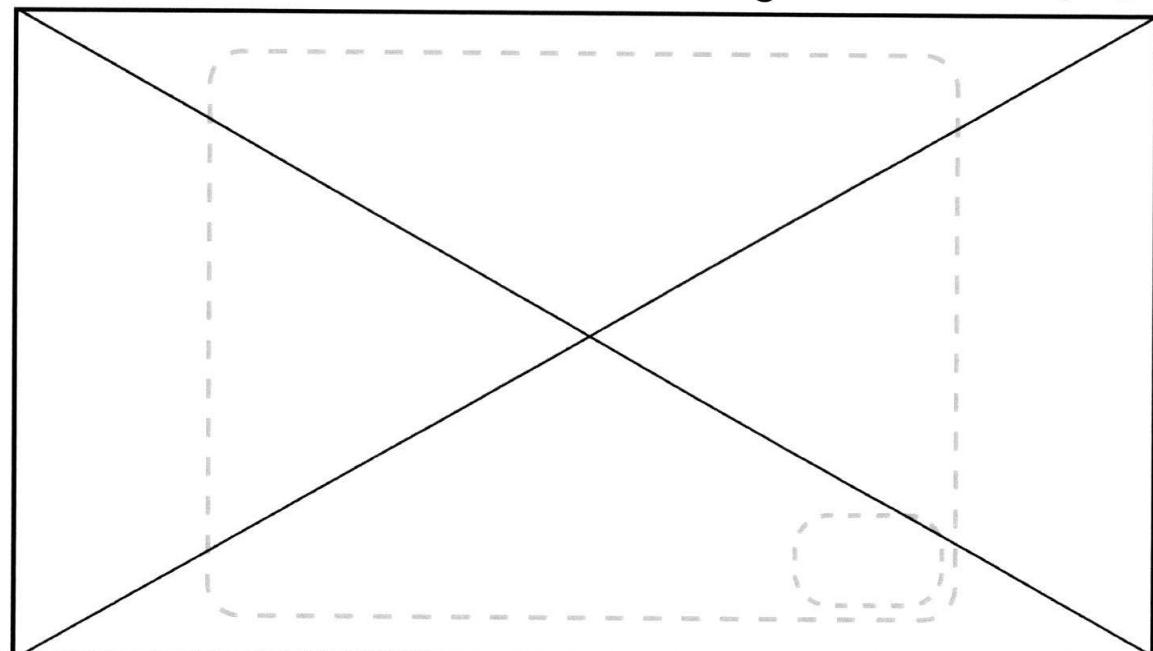
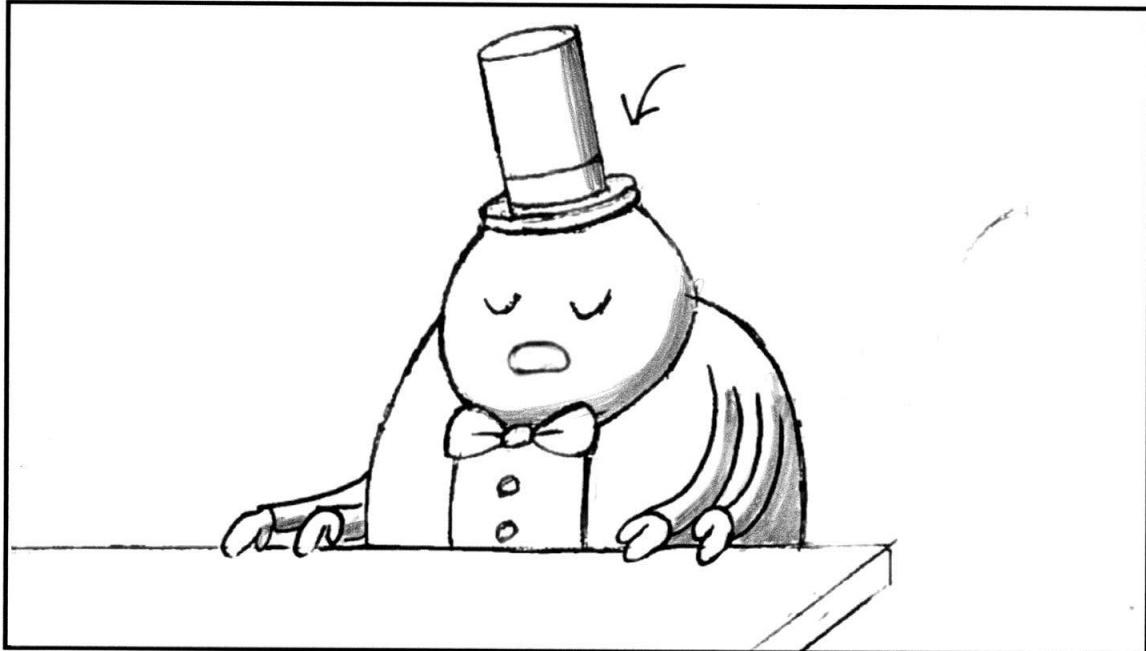
Sc.

Pnl.

Bg.

Page 303A

304 NEXT
day night



Dialog:

RINGMASTER: LIKE

Action:

DEC 13 2013

Timing:

Production:

EPISODE #

1025 / 162

1025 / 162

ADVENTURE TIME



Page 304

Sc. 119 cont

Pnl. C

Bg.

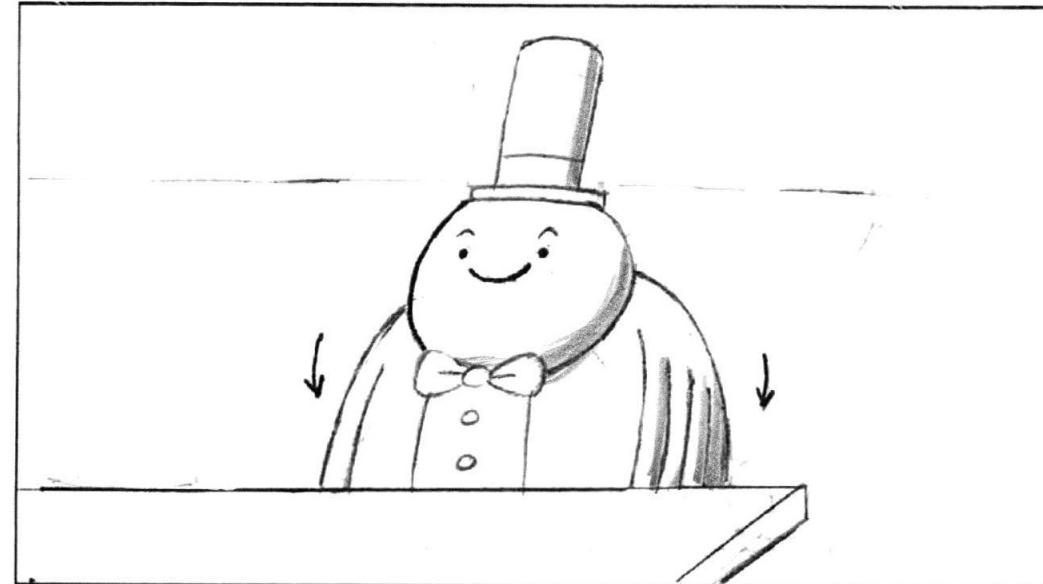
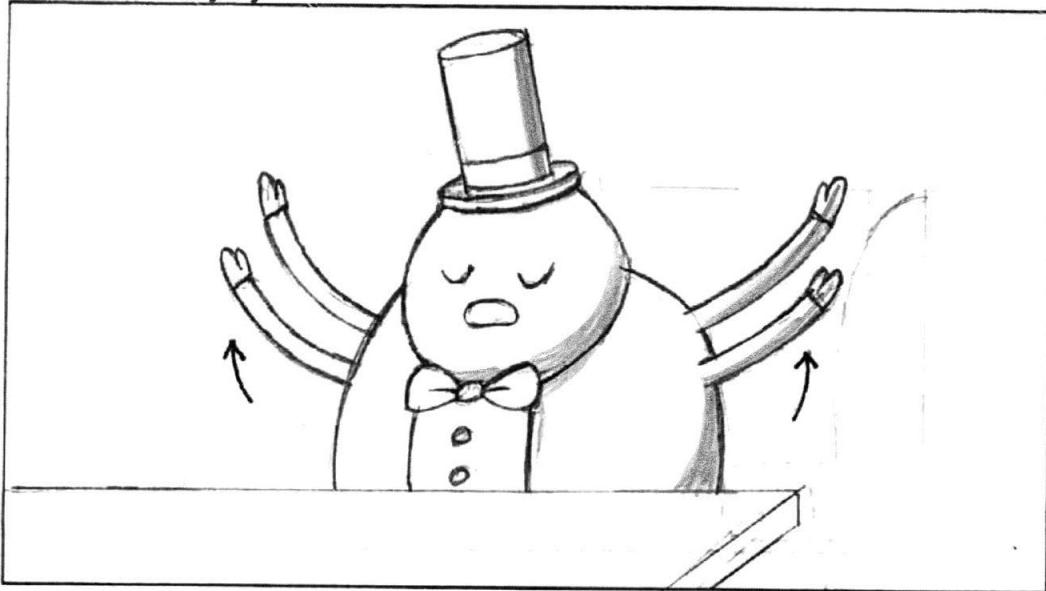
day night

Sc. 119 cont

Pnl. D

Bg.

day night



Dialog:

RINGMASTER: I PROMISED.

Action:

TRUSTWORTHY EXPRESSION AND GESTURE.
"NOTHING TO HIDE."

HOLD, FRIENDLY EXPRESSION.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

ADVENTURE TIME



Page 305

Sc. 119 cont

Pnl. E

Bg.

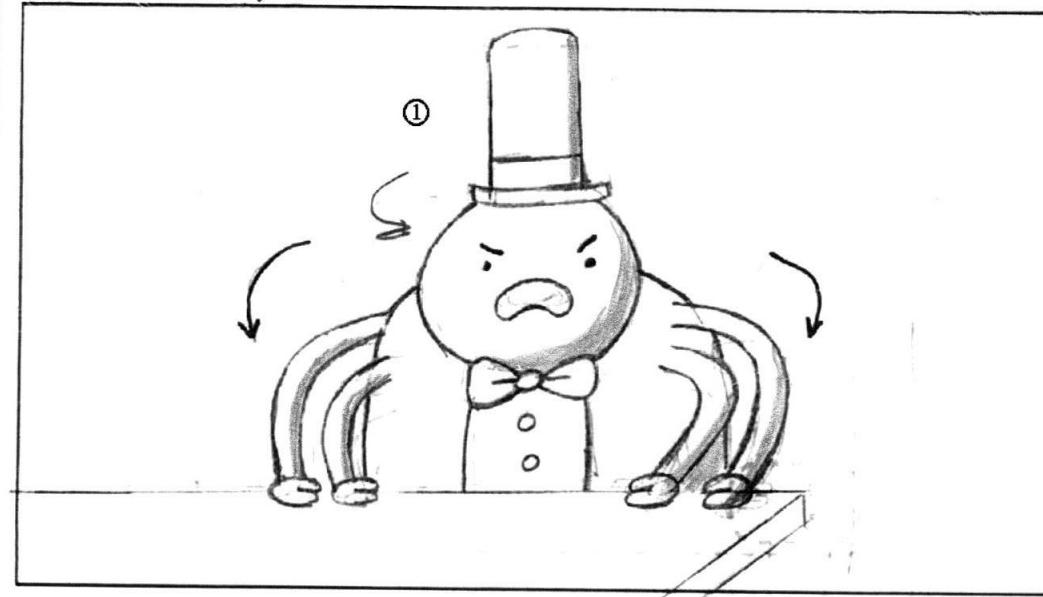
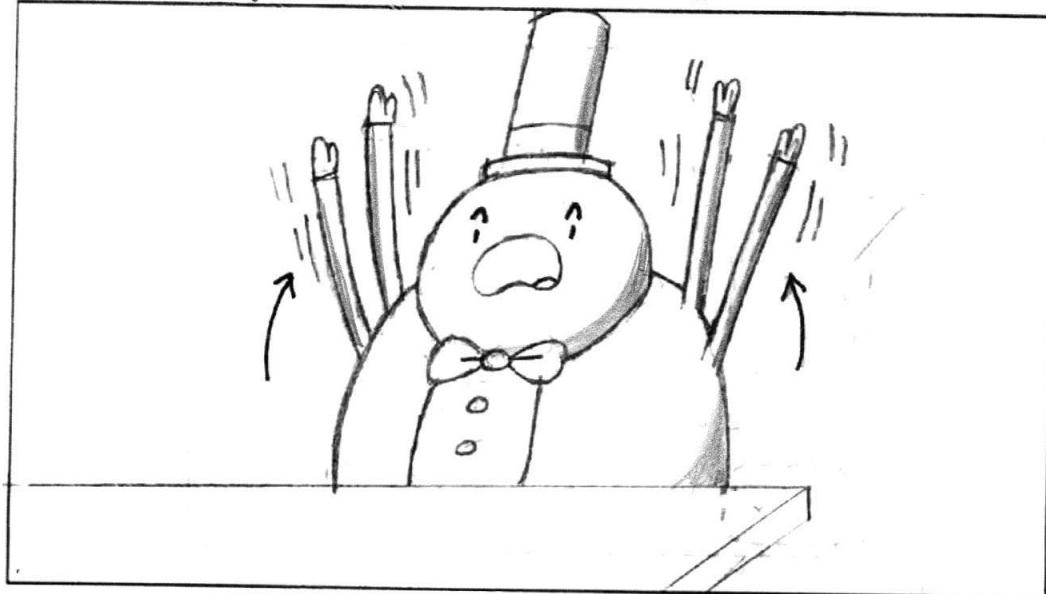
day night

Sc. 119 cont

Pnl. F

Bg.

day night



Dialog: **RINGMASTER:** BUT YOU'RE GOING TO HAVE TO
LOSE THE FANCY-SCHMANY
STUFF

RINGMASTER: AND GIVE THE PEOPLE

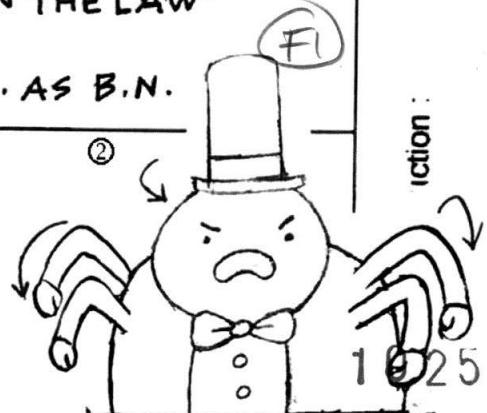
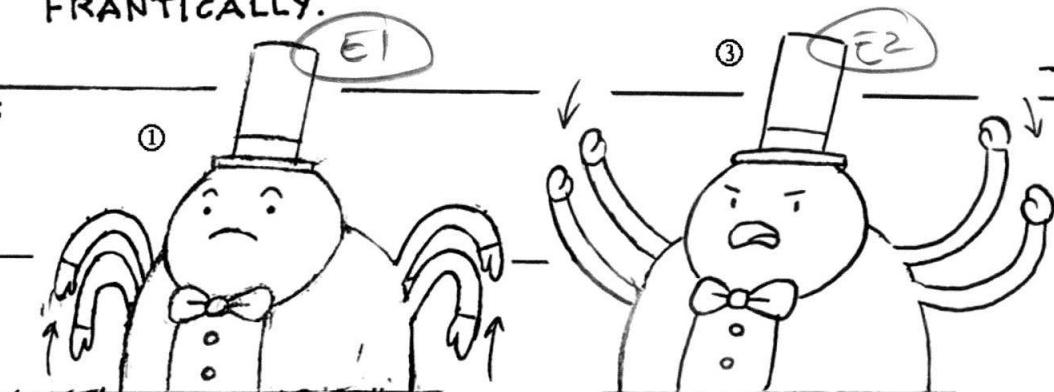
SFX: *SLAM*

DEC 18 2013

Action: **RINGMASTER WAVES HIS ARMS AROUND
FRANTICALLY.**

- RINGMASTER INTO 'LAYING DOWN THE LAW'
EXPRESSION AND POSE.
- RINGMASTER'S EYES TRACK B.N. AS B.N.
EXITS THE TRAILER

Timing:



EPISODE #

iction :

1025/162

ADVENTURE TIME



Page 306

day night

Sc. 119 CONT Pnl. G

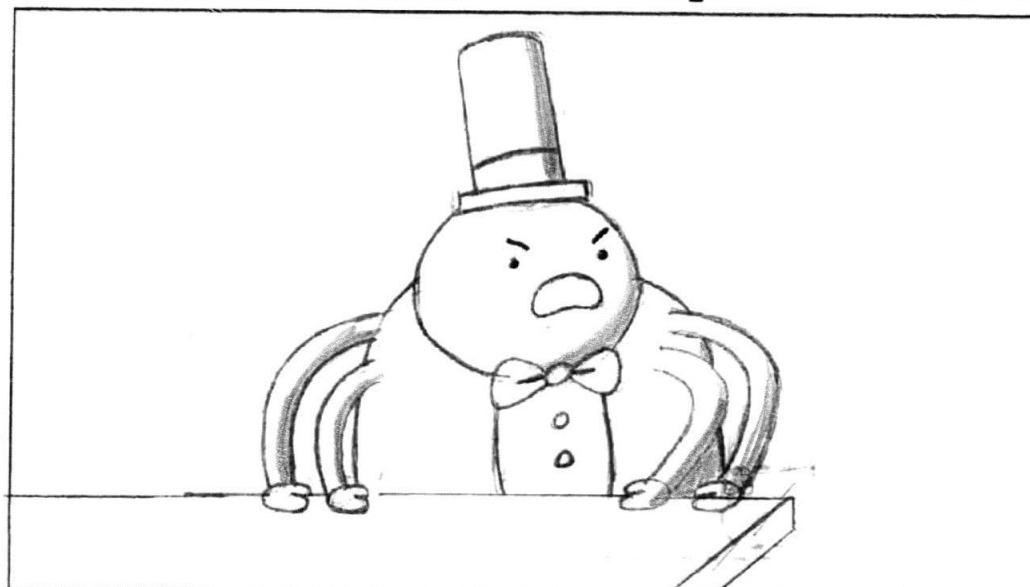
Bg.

day night

Sc. 119 CONT Pnl. H

Bg.

day night



EPISODE #

1025 / 162

1025 / 162

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Dialog: RINGMASTER: WHAT THEY WANT,

RINGMASTER: GET IT?

SFX: SCREEN DOOR CLOSING

Action: CONT RINGMASTER'S EYES TRACKING B.N.

CONT RINGMASTER'S EYES TRACKING B.N.
(UNTIL B.N. REACHES THE SCREEN DOOR).

DEC 13 2012

Timing:

Production:

1025 / 162

1025/162

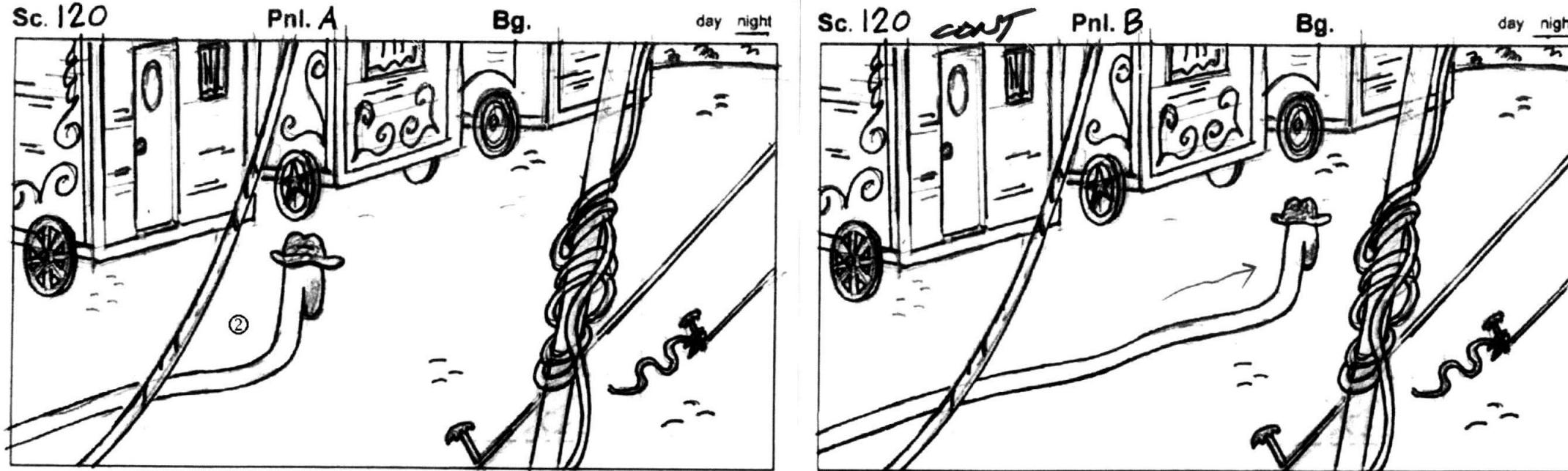
Cut

ADVENTURE TIME



Page 307

Cut

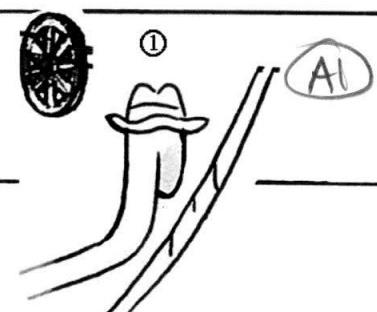


Dialog:

Action: WIDE ON B.N. WALKING PAST CIRCUS TRAILERS.
NORMAL, PLODDING SPEED.

DEC 13 2013

Timing:



EPISODE #

Production :

1025/162

ADVENTURE TIME



Page 308

1025/162

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Sc. 121

Pnl. A

Bg.

day night



Sc. 121 cont

Pnl. B

Bg.

day night



Dialog:

- Action:
- WIDE ON GORALINA'S PRISON-LIKE TRAILER.
 - GORALINA'S SHAPE CAN BE SEEN INSIDE, IN SHADOW.
 - BLUE NOSE APPROACHES. PLODDING SPEED.

DEC 13 2013

Timing:

EPISODE #

Production :

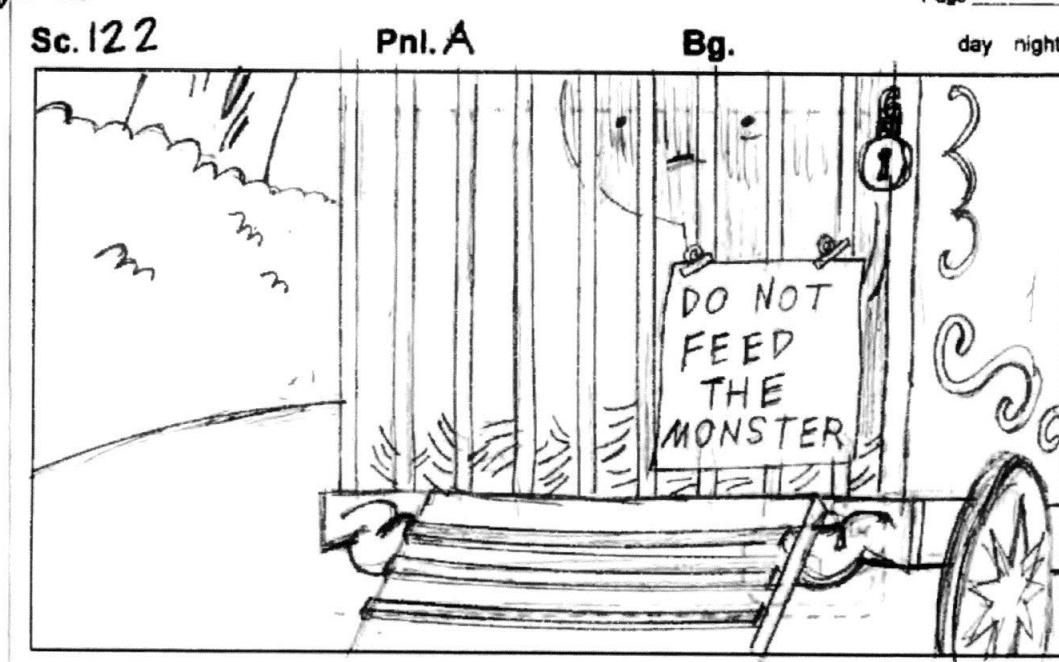
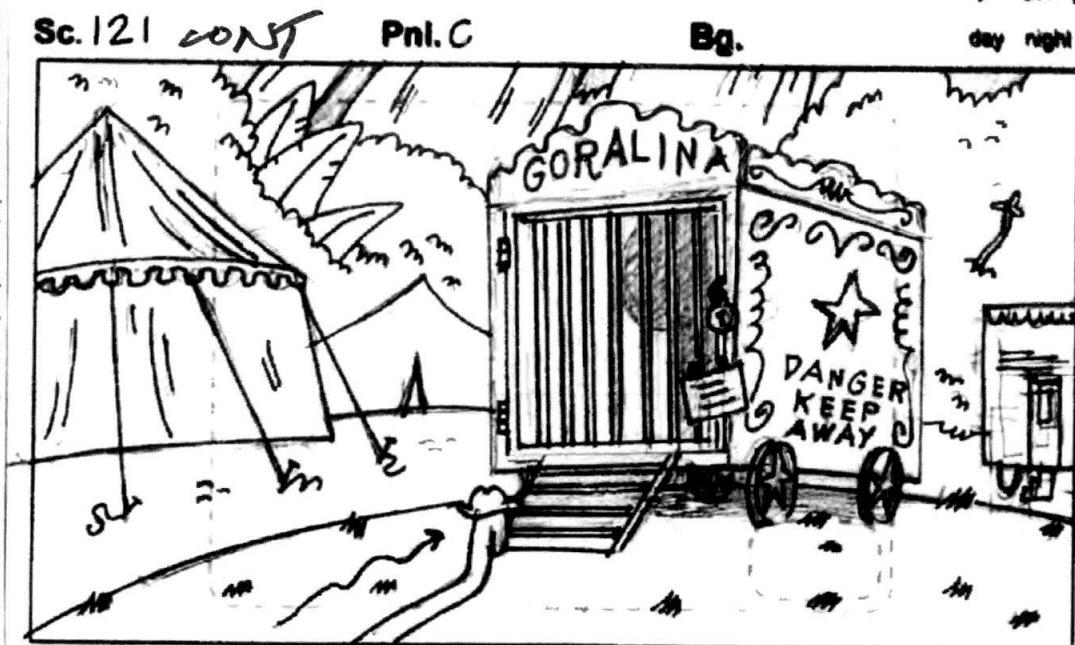
1025/162

1025/162

ADVENTURE TIME

1025 / 162

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Dialog:

Action:

Timing:

CLOSE ON GORALINA'S TRAILER.

DEC 13 2013

Production :

Page 309

1025-162

EPISODE #

1025 / 162

ADVENTURE TIME



Page 310

Sc. 122 cont Pnl. B

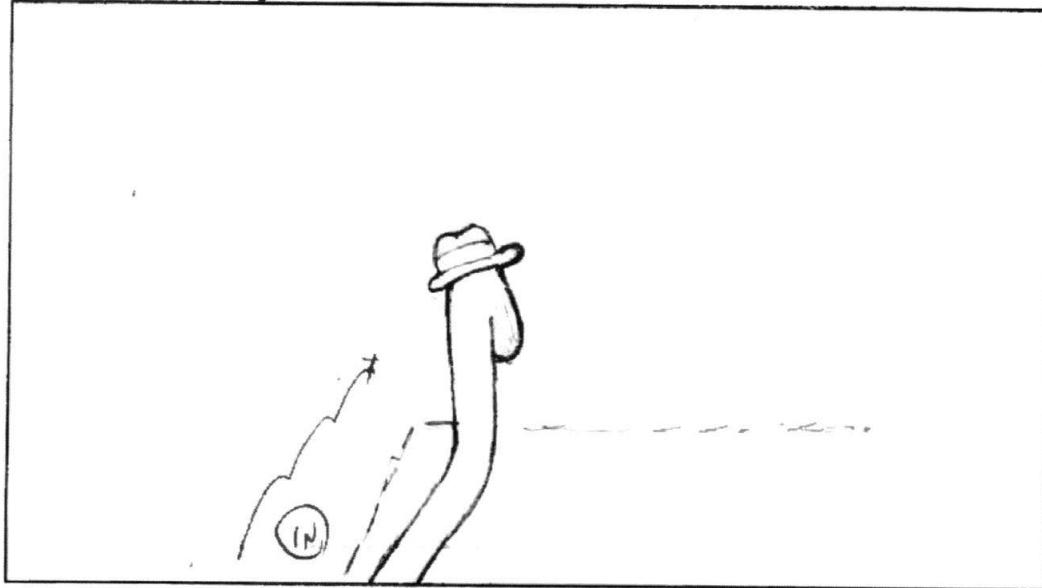
Bg.

day night

Sc. 122 cont Pnl. C

Bg.

day night



1025/162

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Dialog:

Action: BLUE NOSE WALKS UP THE RAMP.

- BLUE NOSE LOOKS AT SIGN.
- TRUCK IN, TO SHOW THE SIGN.

DEC 13 2013

Timing:

EPISODE #

1025-162

Production :

1025 / 162

1025 / 162

ADVENTURE TIME



Page 311

Sc. 122 cont Pnl. D

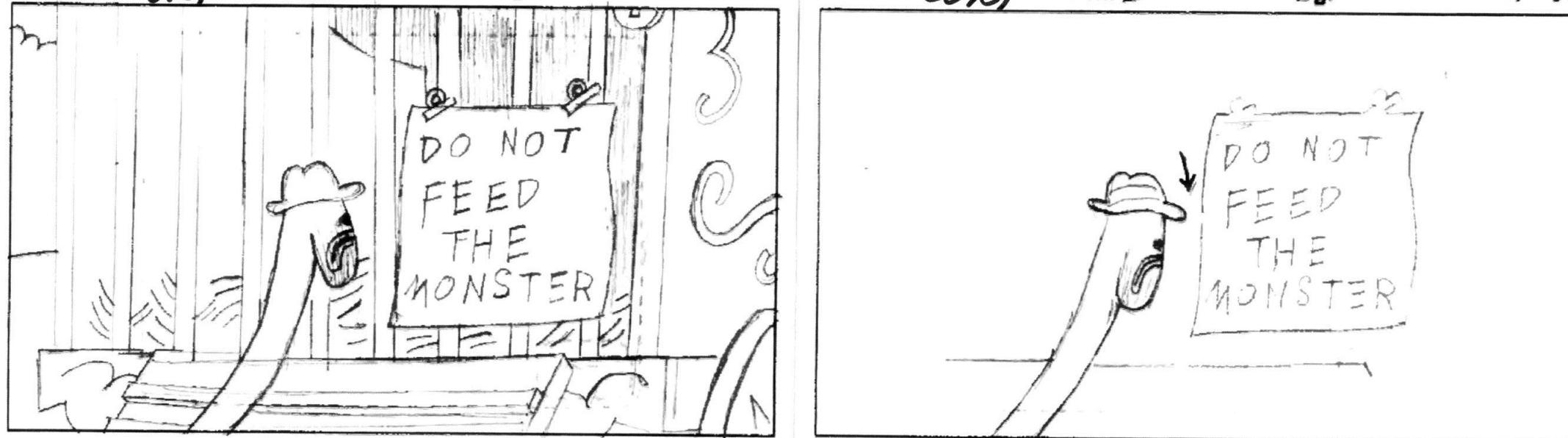
Bg.

day night

Sc. 122 cont Pnl. E

Bg.

day night



Dialog:

Action:

BLUE NOSE LOOKS DOWN (READING THE SIGN).

DEC 13 2013

Timing:

EPISODE #

1025-162

1025 / 162

Production :

1025 / 162

ADVENTURE TIME



HU
Cut

Page 312

Sc. 122 cont Pnl. F

Bg.

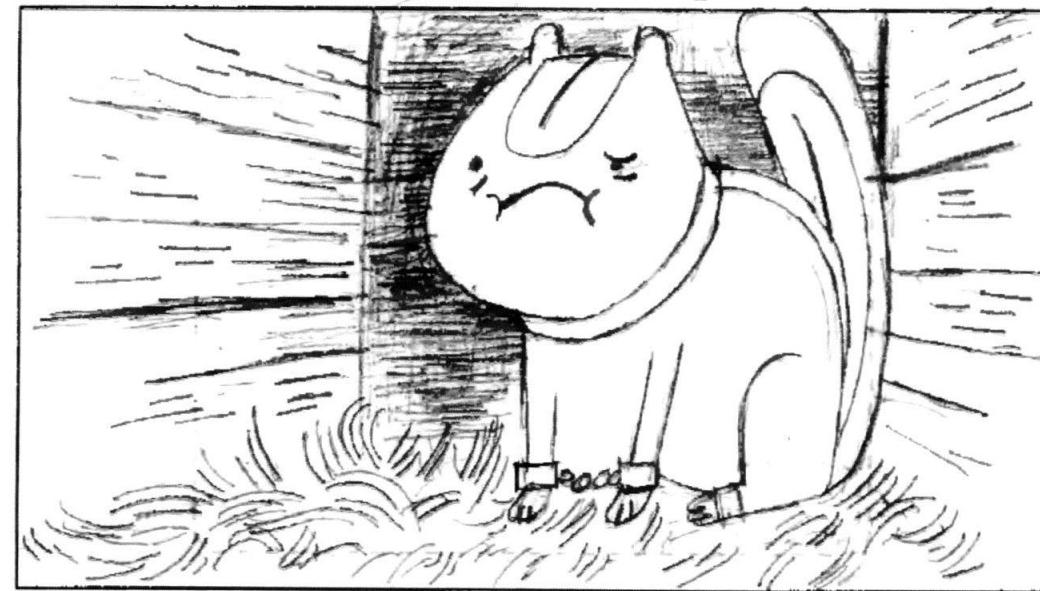
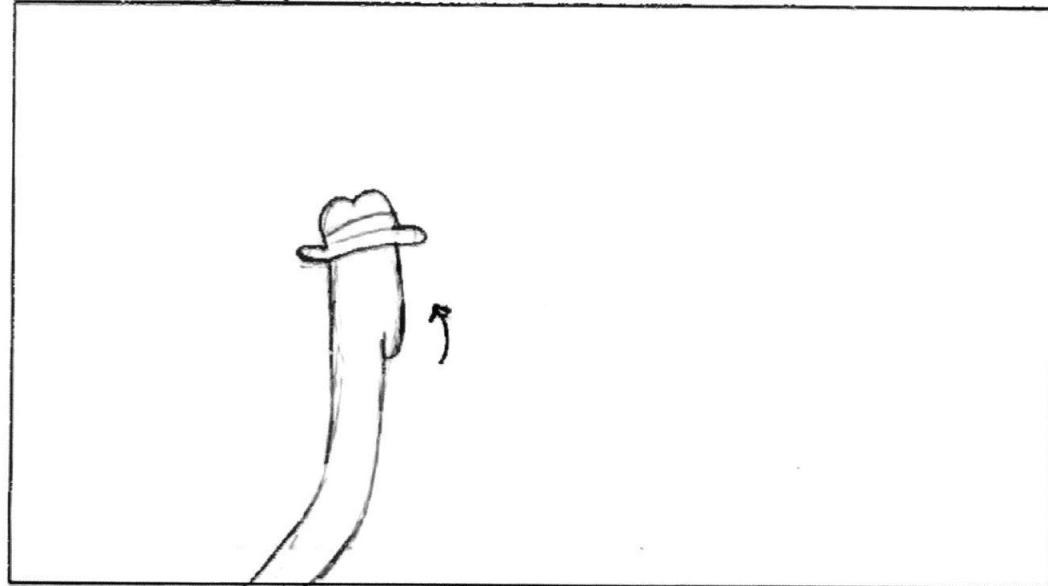
day night

Sc. 123

Pnl. A

Bg.

day night



1025/162

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Dialog:

Action: BLUE NOSE TURNS, TO LOOK AT GORALINA.

ON GORALINA, LOOKING SAD.
(CAGE IS LINED WITH DIRTY STRAW.)

DEC 13 2013

Timing:

Production :

1025-162

EPISODE #

1025/162

1025/162

HU
Cut

R Cut

ADVENTURE TIME



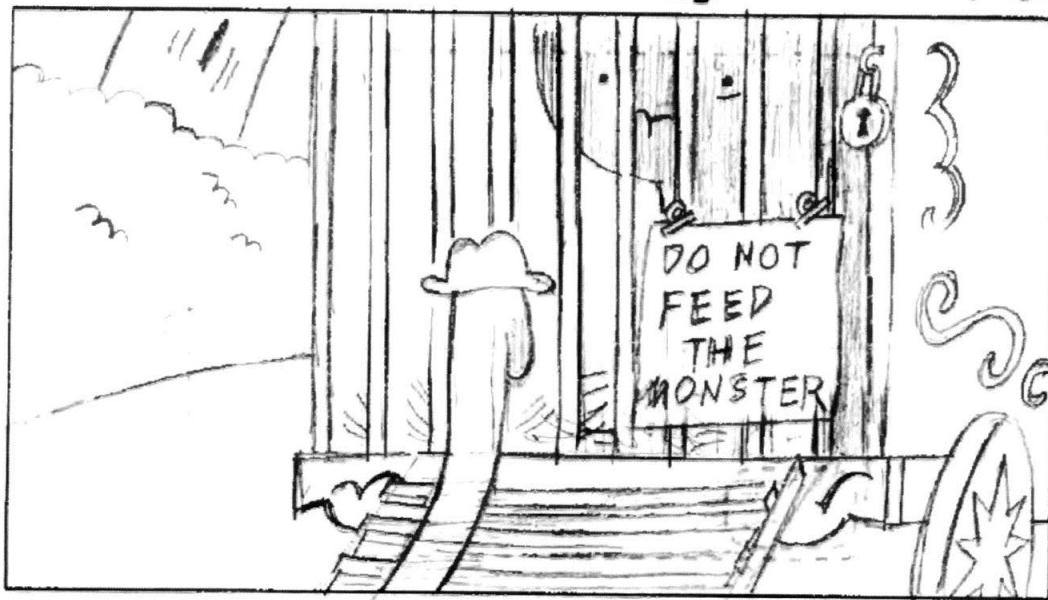
Page 313

Sc. 124

Pnl. A

Bg.

day night

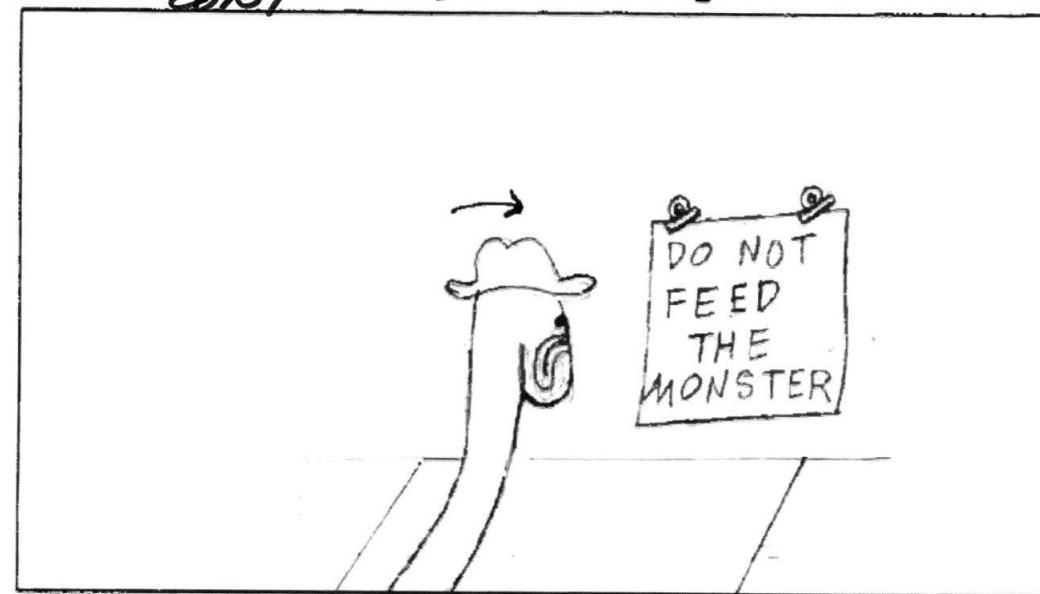


Sc. 124 *cont*

Pnl. B

Bg.

day night



Dialog:

Action: CUT BACK TO BLUE NOSE.
S/A THE START OF SC. 22 (BEFORE T.I.)

BLUE NOSE LOOKS AT THE SIGN AGAIN.

DEC 13 2013

Timing:

Production :

1025/162

1025/162

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1025-162

EPISODE #

1025/162

ADVENTURE TIME



Page 314

Sc. 124 cont Pnl. C

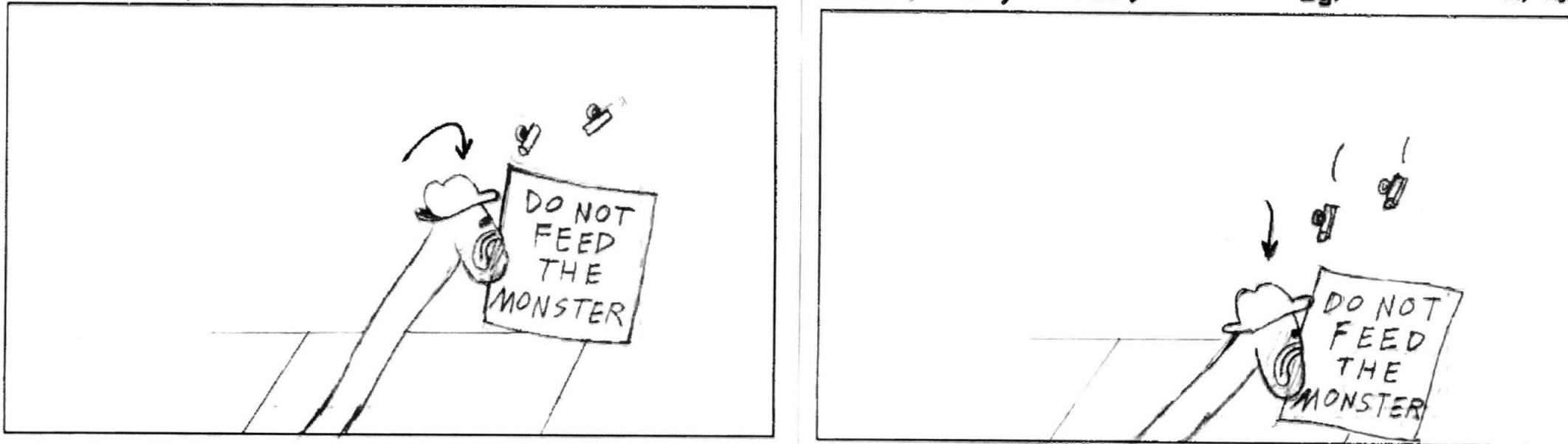
Bg.

day night

Sc. 124 cont Pnl. D

Bg.

day night



Dialog:

SFX: SNAP SNAP (CLIPS)

Action: BLUE NOSE SUDDENLY RIPS THE SIGN DOWN.

DEC 13 2013

Timing:

Production :

1025-162

1025 / 162

1025 / 162

ADVENTURE TIME



Page 315

Sc. 124 cont Pnl.E

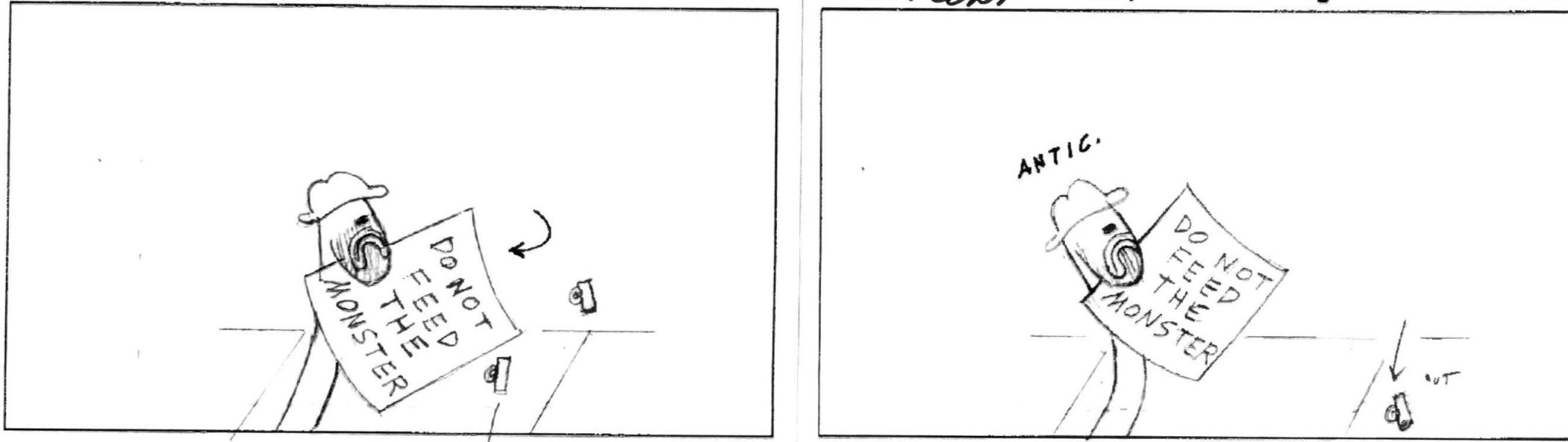
Bg.

day night

Sc. 124 cont Pnl. F

Bg.

day night



Dialog:

Action:

ANTIC. THROW

DEC 13 2013

Timing:

Production :

1025-162

1025 / 162

ADVENTURE TIME



Page 316

Sc. 124 cont

Pnl. G

Bg.

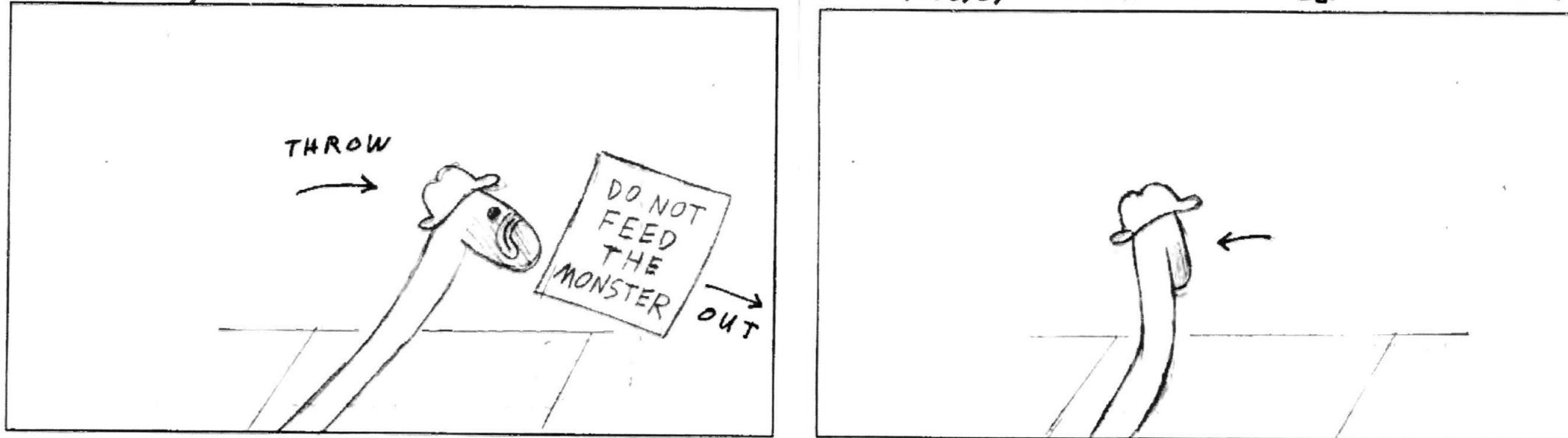
day night

Sc. 124 cont

Pnl. H

Bg.

day night



Dialog: SFX: LAME SLIDE-WHISTLE, FOR THE SIGN SAILING OUT. WHEEEP!

Action: BLUE NOSE DECISIVELY THROWS THE SIGN AWAY (TO O.S.)

BLUE NOSE TURNS BACK TO LOOK AT GORALINA.

DEC 13 2008

Timing:

Production:

1025-162

1025 / 162

1025 / 162

1025 / 162

1025/162

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ADVENTURE TIME



Page 317

Sc. 124 cont Pnl. I

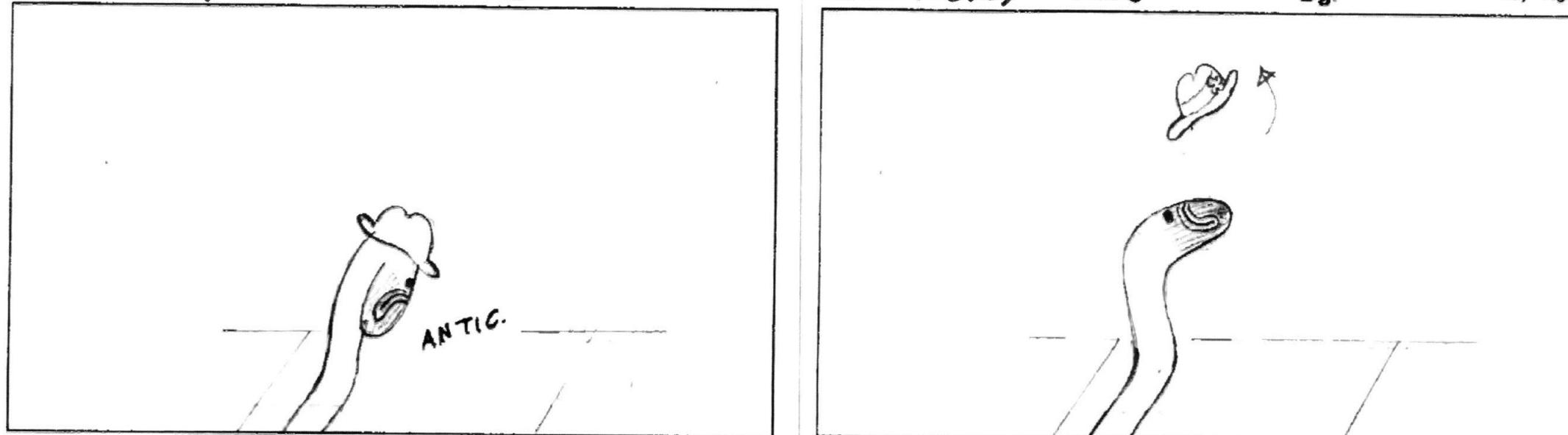
Bg.

day night

Sc. 124 cont Pnl. J

Bg.

day night



Dialog:

SFX: MAYBE SLIDEWHISTLE FOR
THE HAT. WHOOP!

Action:

ANTIC. TOSSED HAT UP

BLUE NOSE TOSSES HAT UP.

DEC 13 2013

Timing:

Production :

1025-162

1025 / 162

1025 / 162

ADVENTURE TIME



Page 318

Sc. 124 cont Pnl. K

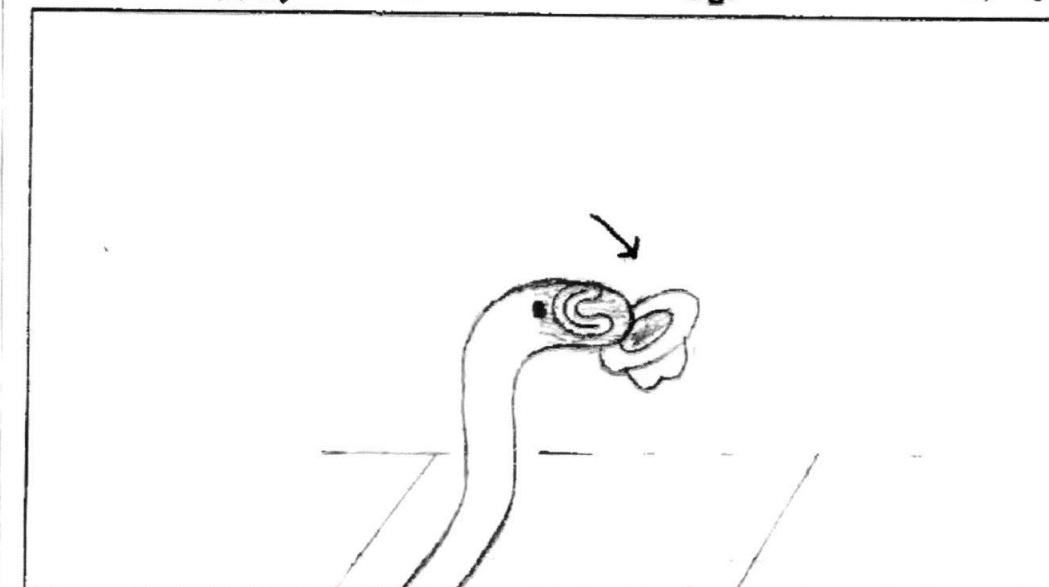
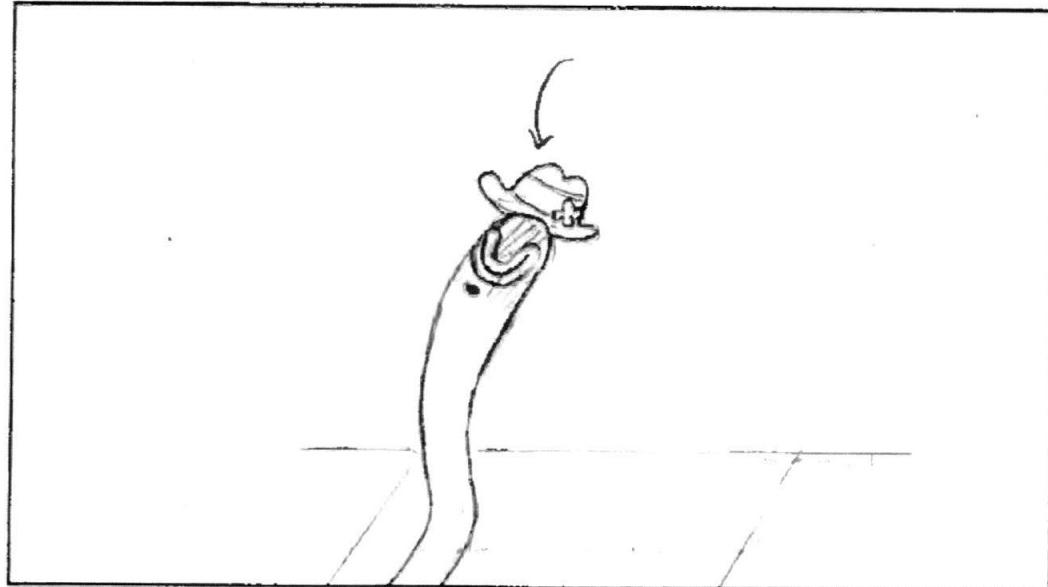
Bg.

day night

Sc. 124 cont Pnl. L

Bg.

day night



Dialog:

Action: B.N. CATCHES HAT

B.N. WHIPS THE HAT AROUND IN AN ELEGANT FLOURISH.

DEC 13 2013

Timing:

EPISODE #

Production :

1025-162

1025 / 162

ADVENTURE TIME



Page 319

Sc. 124 cont Pnl. M

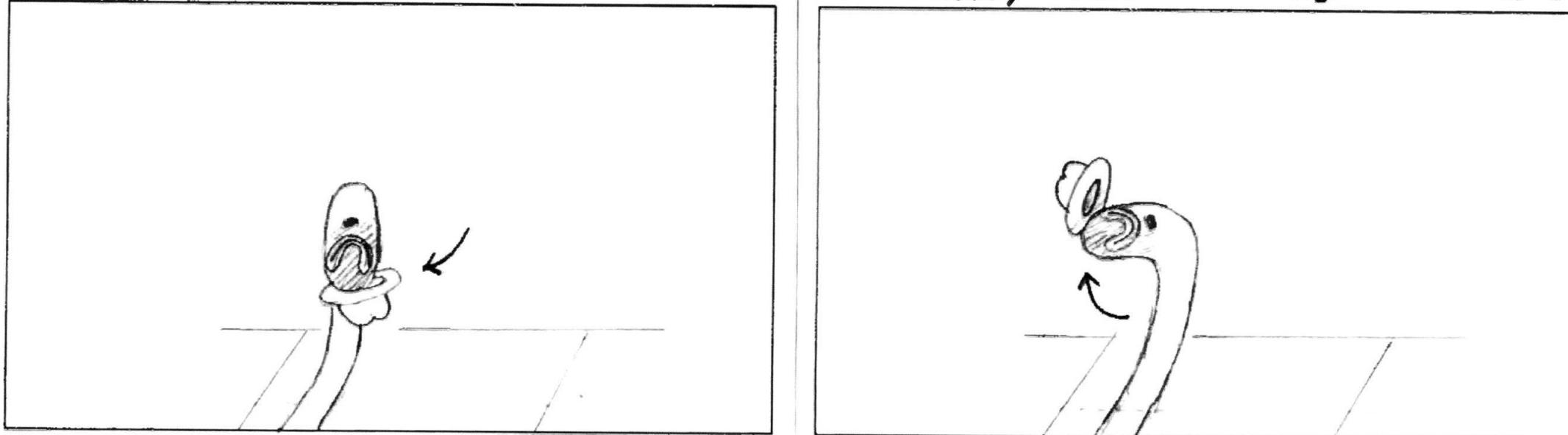
Bg.

day night

Sc. 124 cont Pnl. N

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025 / 162

1025 / 162

1025 / 162

ADVENTURE TIME



Page 320

Sc. 124 cont Pnl. O

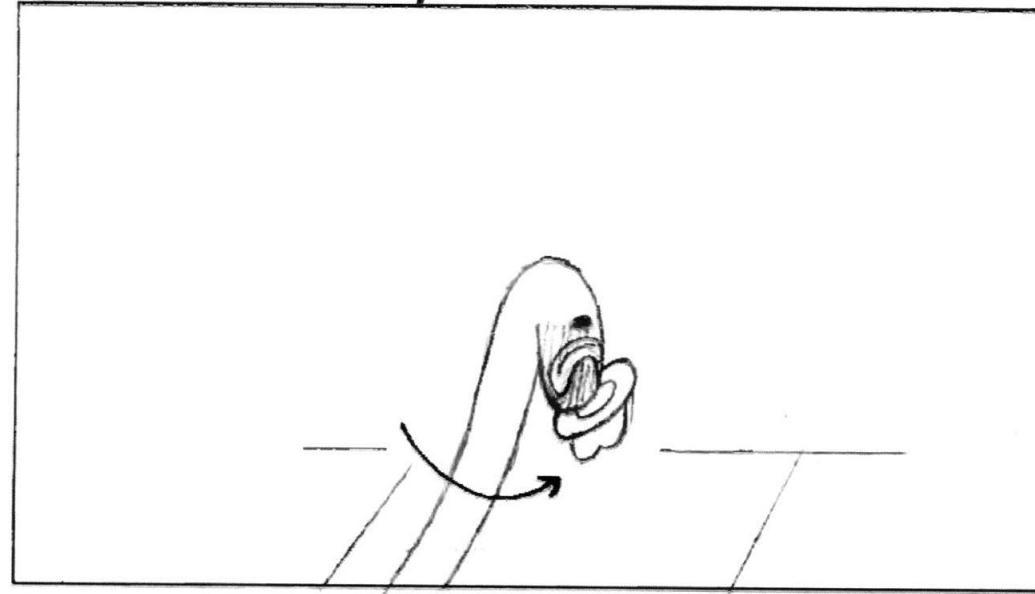
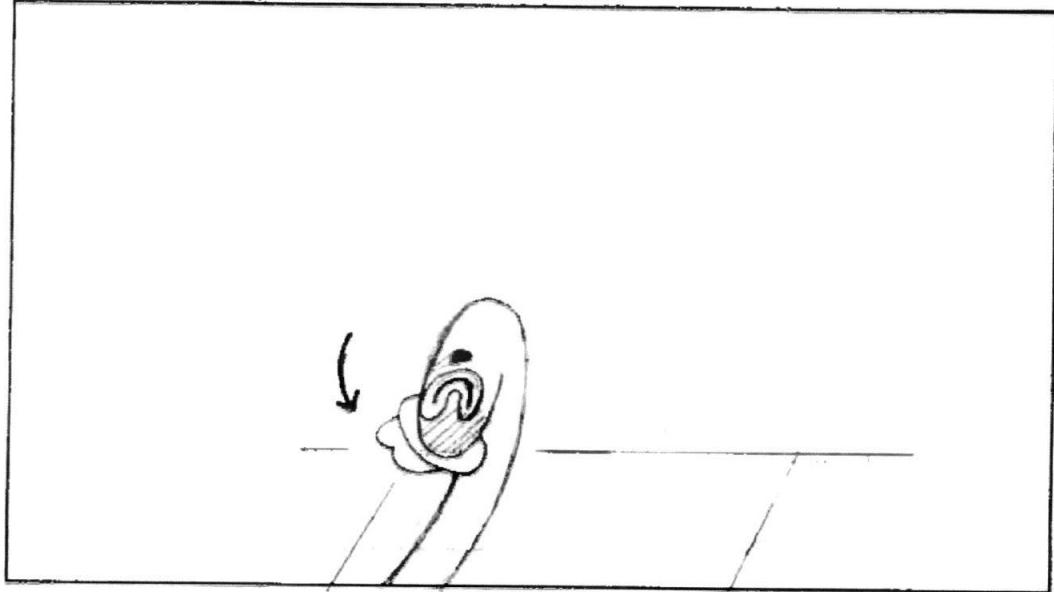
Bg.

day night

Sc. 124 cont Pnl. P

Bg.

day night



1025/162

Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production:

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ADVENTURE TIME



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day night

HU
Cut

Sc. 124 cont Pnl. Q

Bg.

day night

Sc. 124 cont Pnl. R

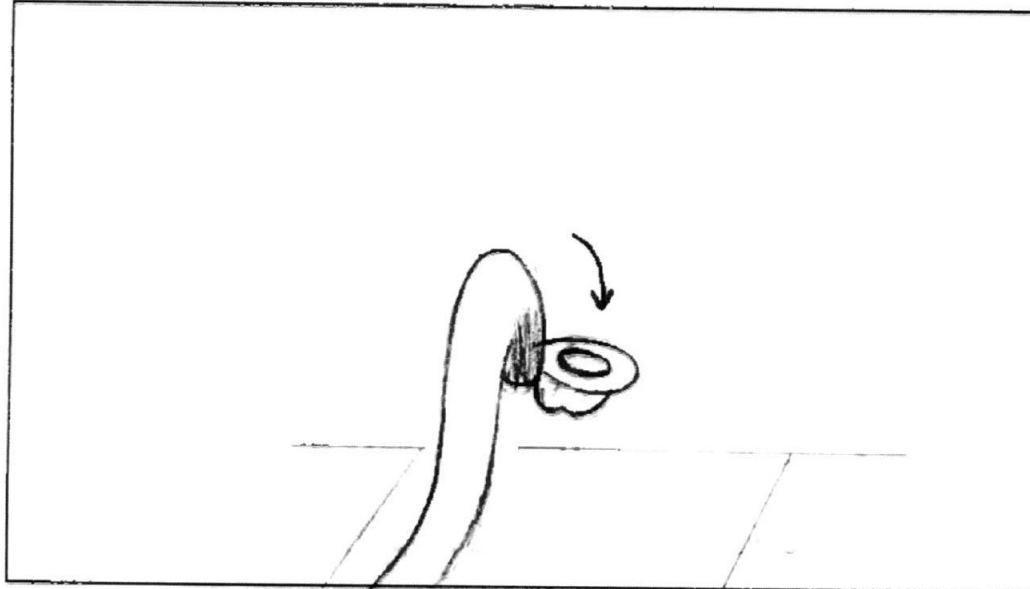
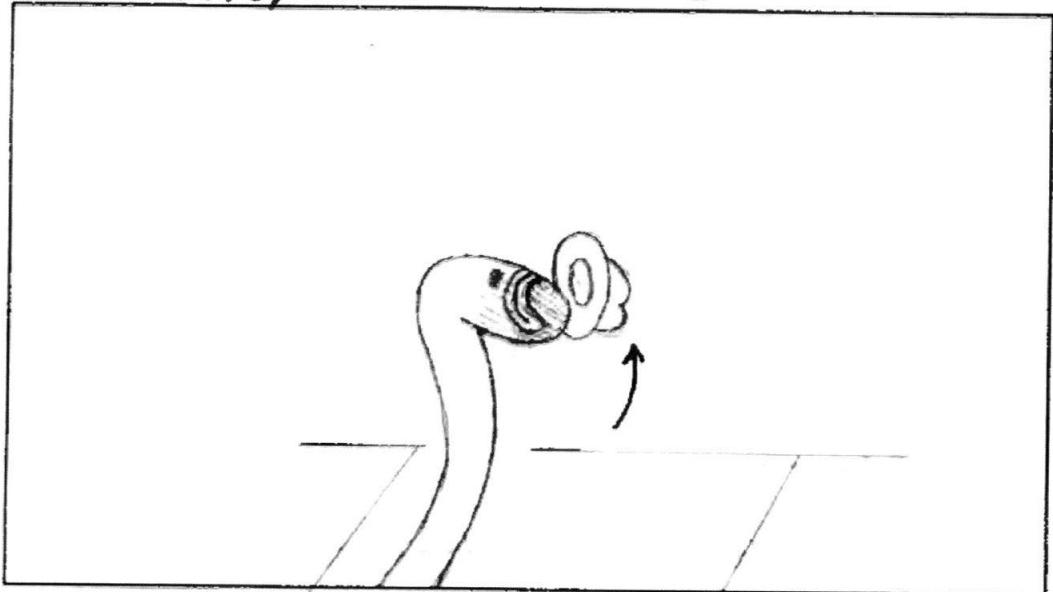
Bg.

day night

1025-162

EPISODE #

1025/162



Dialog:

Action:

BLUE NOSE SETTLES OUT OF THE FLOURISH,
INTO A HELD POSE.

DEC 13 2013

Timing:

Production :

1025/162

ADVENTURE TIME



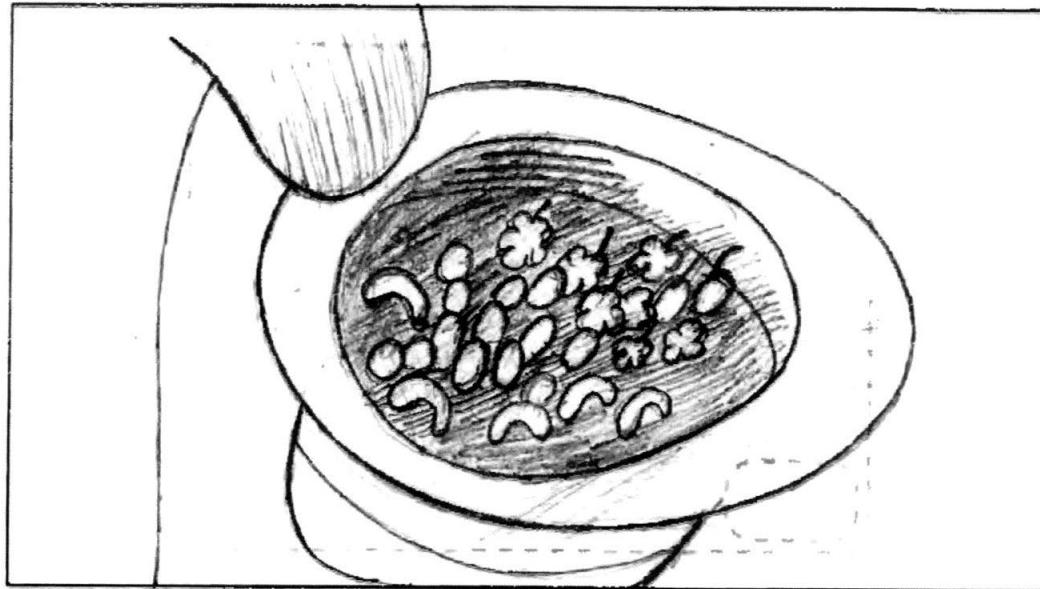
Cut
Page 322

Sc. 125

Pnl. A

Bg.

day night

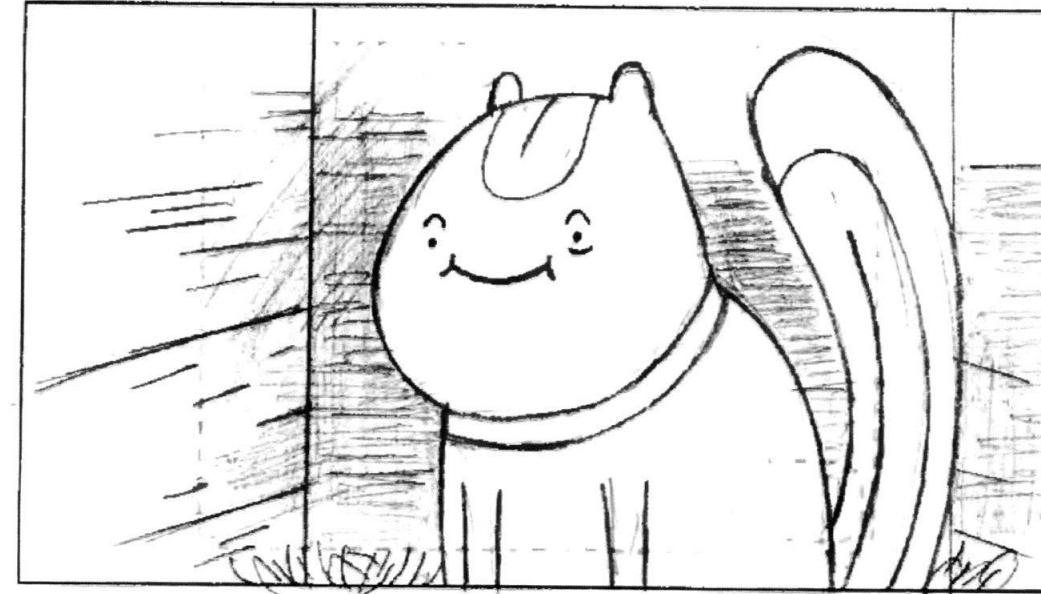


Sc. 125A

Pnl. A

Bg.

day night



Dialog:

Action: CLOSE-UP OF THE CONTENTS OF THE HAT.
IT'S THE NUTS AND BERRIES! (LIKE IN SC. 18)

GORALINA LOOKS HAPPY AND APPRECIATIVE.

Timing:

DEC 13 2013

(A1)

EPISODE #

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Production :

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1025/162

ADVENTURE TIME



HU
Cut

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Sc. 125 A CONT Pnl. B

Bg.

day night

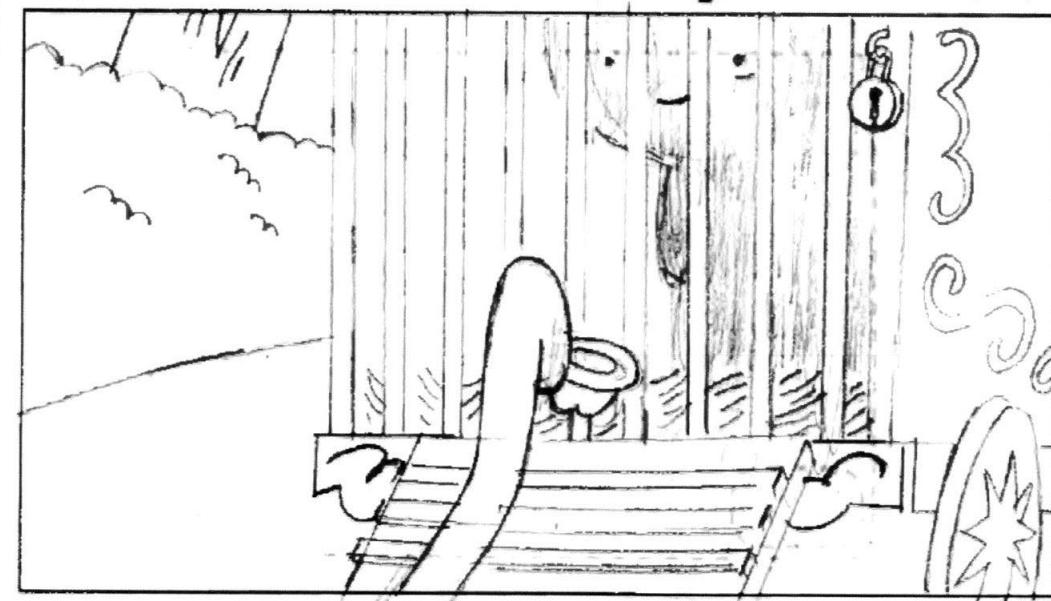


Sc. 126

Pnl. A

Bg.

day night



1025/162

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Dialog:

Action: GORALINA LEANS TOWARDS THE BARS OF THE CAGE/TRAILER.

BLUE NOSE HOLDING HAT (LIKE SC. 124 PNL. R)
[BUT NOW THE SQUIRREL IS CLOSE TO THE BARS.]

Timing:

DEC 13 2012

Production:

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ADVENTURE TIME



Page 324

HJ
act

Sc. 126 cont Pnl. B

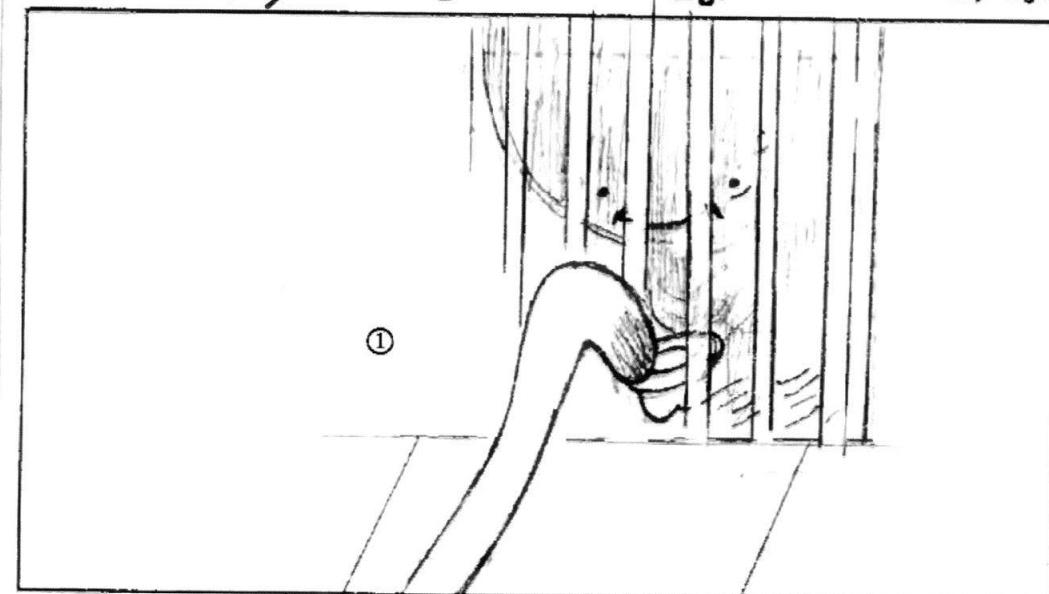
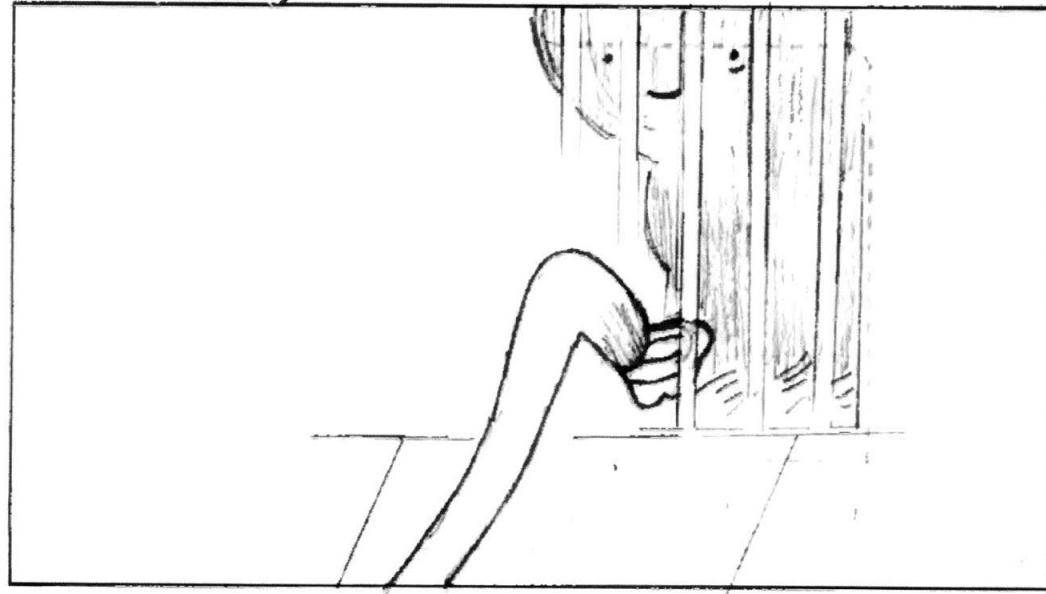
Bg.

day night

Sc. 126 cont Pnl. C

Bg.

day night

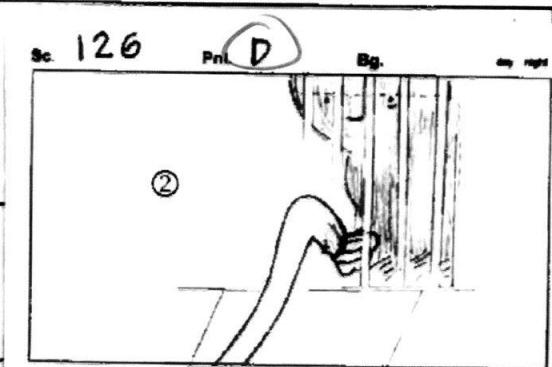


Dialog:

Action: BLUE NOSE STICKS THE HAT THROUGH THE BARS.

- C) GORALINA GRABS NUTS AND BERRIES
- D) RECOVER GORALINA TO START POSE

Timing:



DEC 13 2013

EPISODE #

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Production :

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ADVENTURE TIME



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Sc. 127

Pnl. A

Bg.

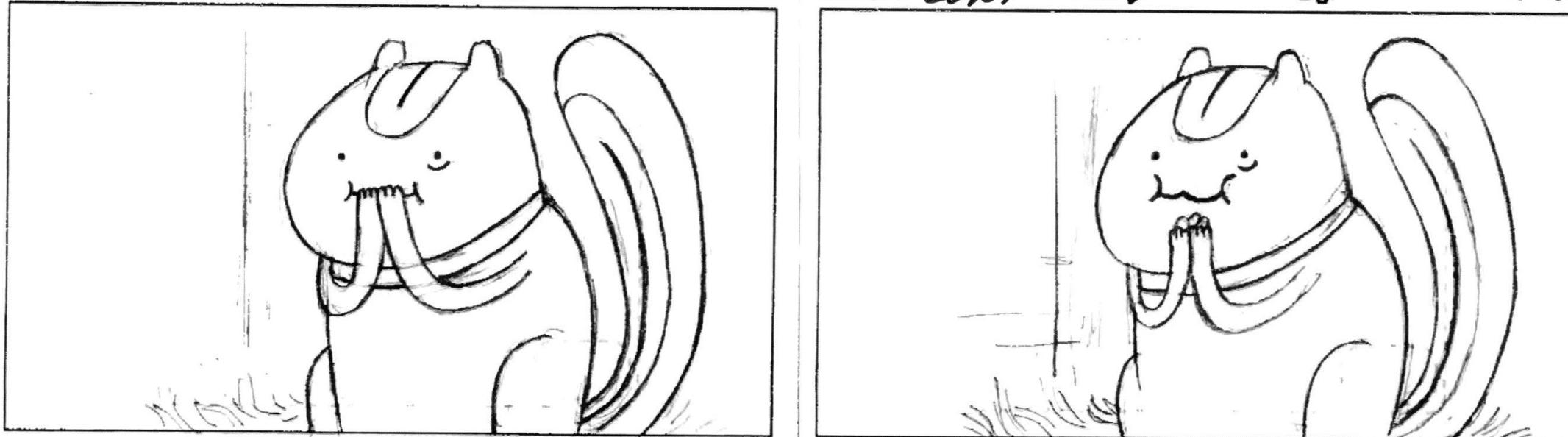
day night

Sc. 127 cont

Pnl. B

Bg.

day night



Dialog:

SFX: [NUTS CHOWED]

Action: GORALINA INSIDE THE TRAILER,
EATING THE NUTS AND BERRIES

CHEWING
CYCLE

Timing:

s.p.



DEC 13 2013

Production:

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ADVENTURE TIME

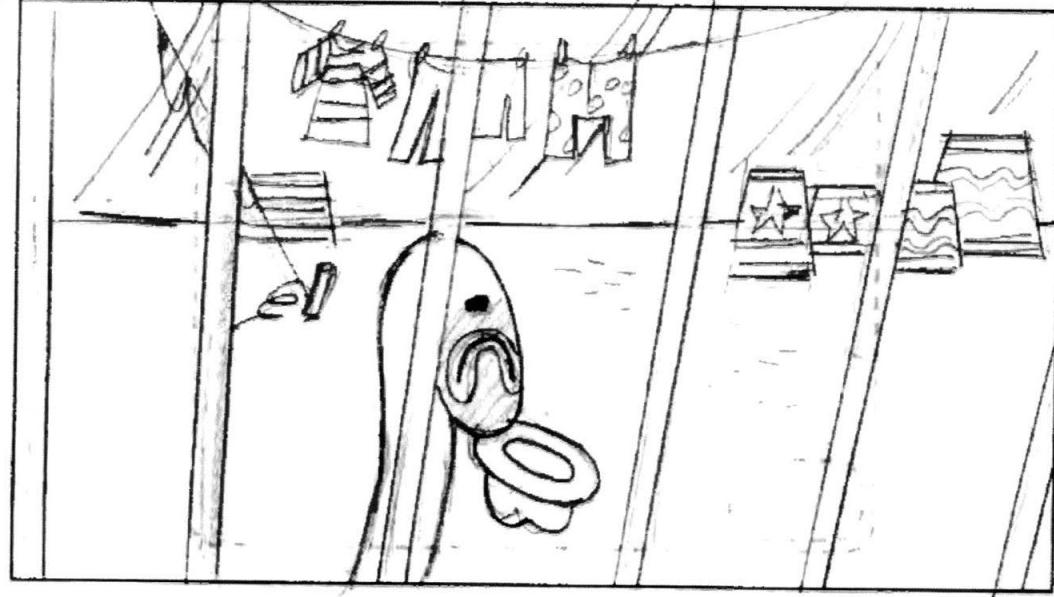


Sc. 128

Pnl. A

Bg.

day night

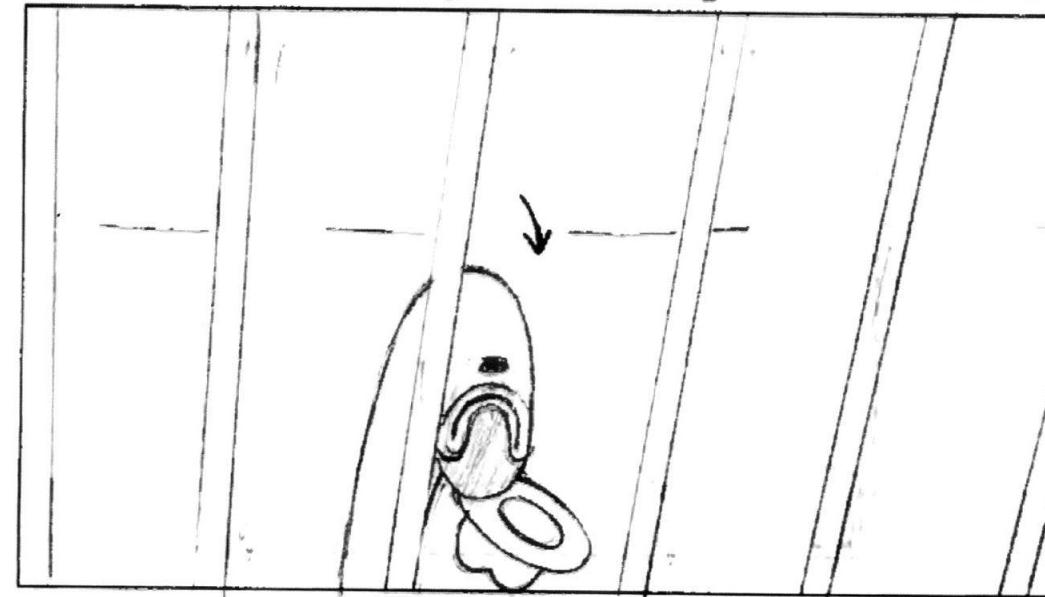


Sc. 128 cont

Pnl. B

Bg.

day night



Page 326

Hu
Cut

1025-162

EPISODE #

1025/162

1025/162

Dialog:

Action: SEEN FROM GORALINA'S P.O.V.
BLUE NOSE'S STOIC FACE.

B.N. SETTLES DOWN (AND THIS IS KIND OF
AN ANTIC. FOR THE NEXT SCENE)

DEC 13 2013

Timing:

Production:

1025/162

ADVENTURE TIME



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Sc. 129

Pnl. A

Bg.

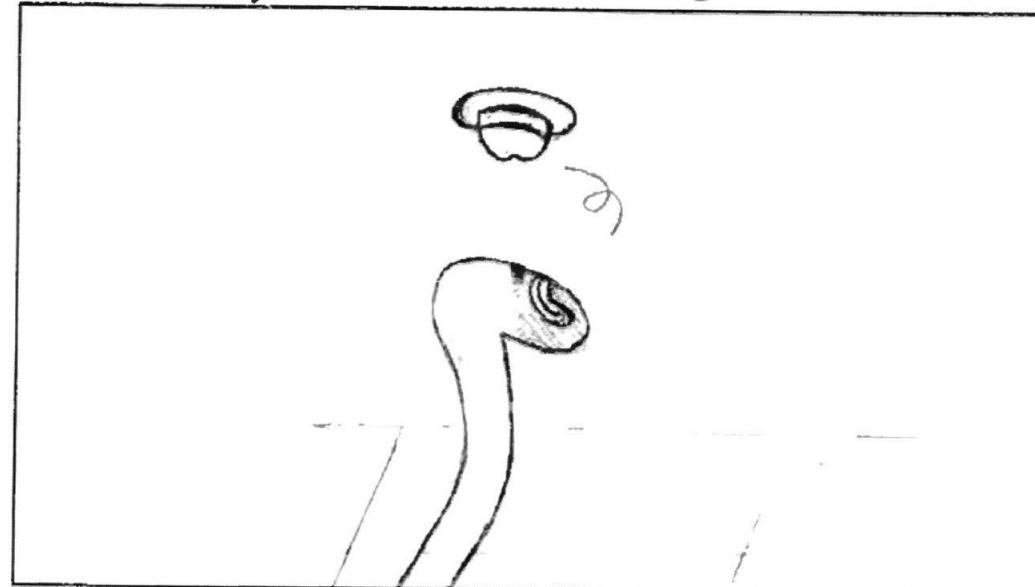
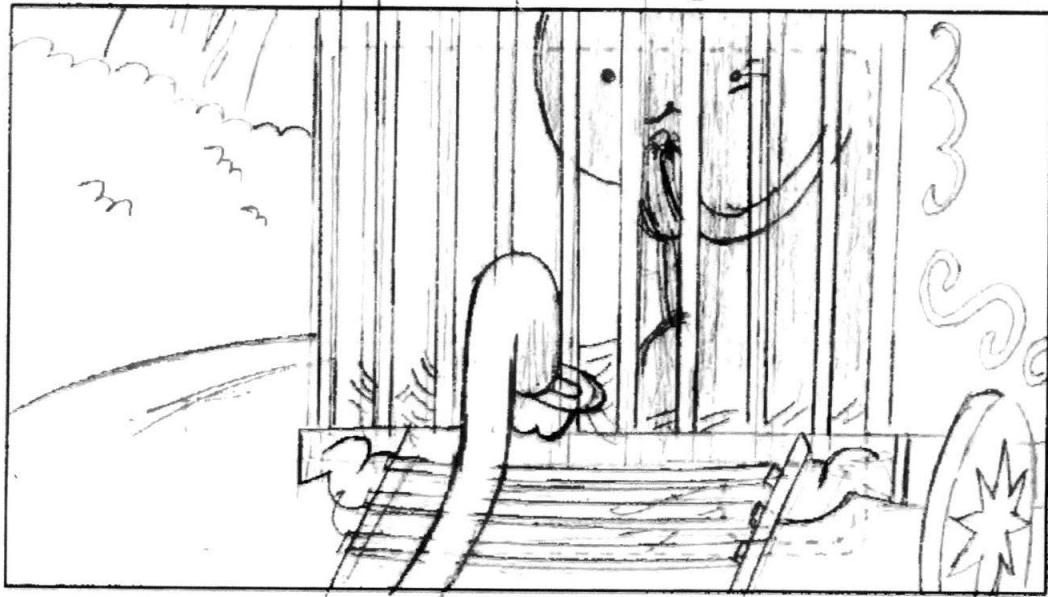
day night

Sc. 129 cont

Pnl. B

Bg.

day night



Dialog:

SFX: MAYBE SLIDE WHISTLE FOR HAT.
WHEE-OOP!

Action:

(START POSE)

BLUE NOSE TOSSES UP HAT.

DEC 13 2013

Timing:

Production:

1025/162

ADVENTURE TIME



Sc. 129 cont Pnl. C

Bg.

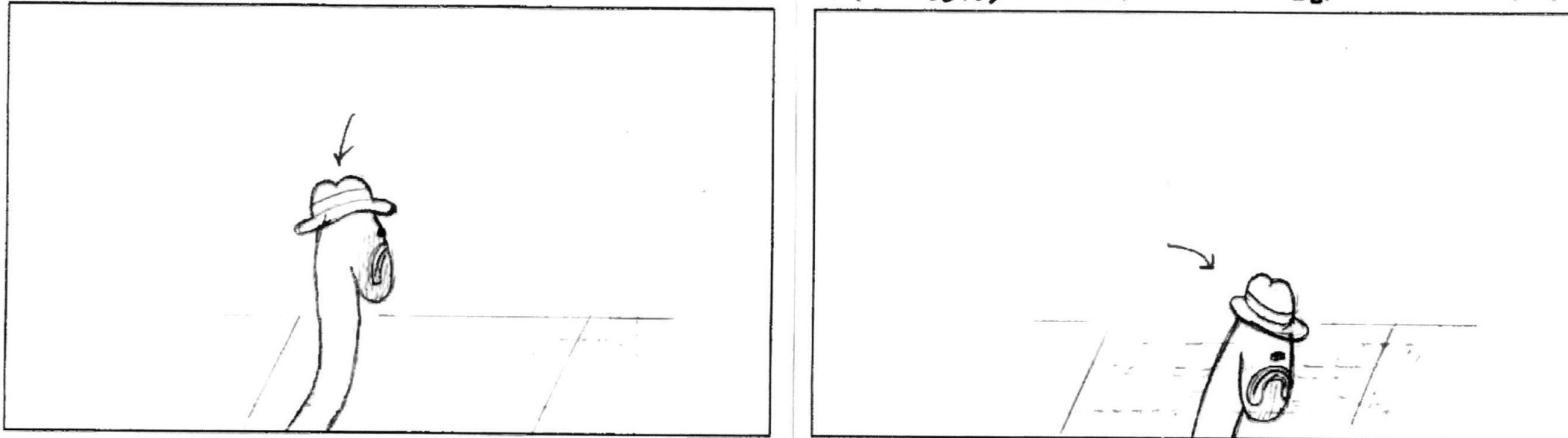
day night

Sc. 129 cont Pnl. D

Bg.

Page 328

day night



Dialog:

Action: THE HAT LANDS ON B.N.'S HEAD

B.N. EXITS SCENE (NORMAL, PLOPPING SPEED)

DEC 13 2013

Timing:

EPISODE #

Production :

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ADVENTURE TIME

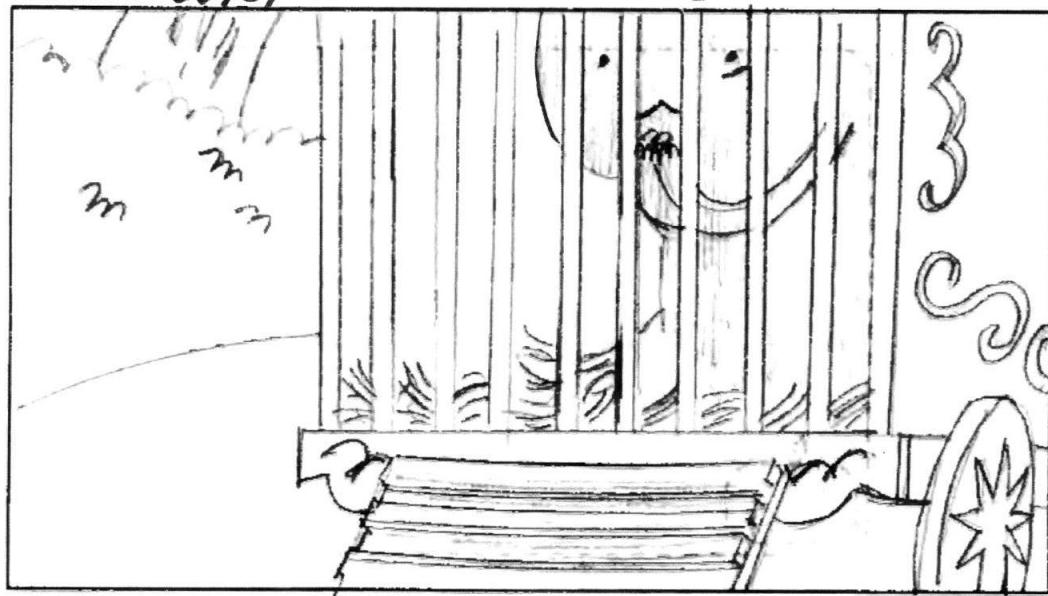


Sc. 129 cont

Pnl. E

Bg.

day night



Sc. 130

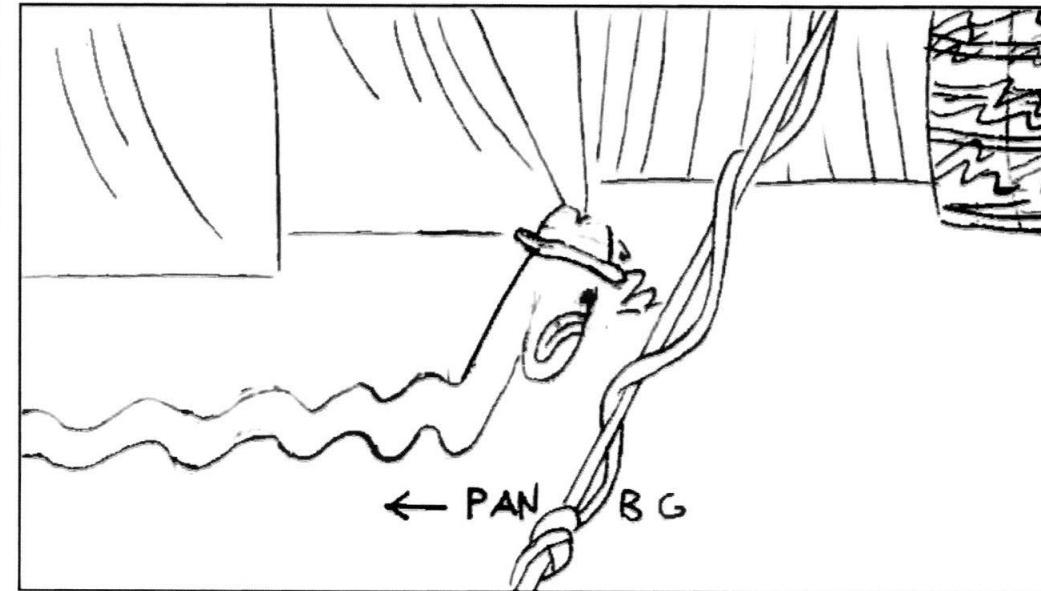
Pnl. A

Bg.

Page 329

day night

329A NEXT



1025/162

Dialog:

Action:

- WIDE ON BLUE NOSE WALKING, DEEP IN THOUGHT.
- PAN. BG

Timing:

DEC 13 2013

EPISODE #

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Production :

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ADVENTURE TIME



Page 329A
Sc. 330 NEXT
day night

Sc. 130 CONT Pnl. B

Bg.

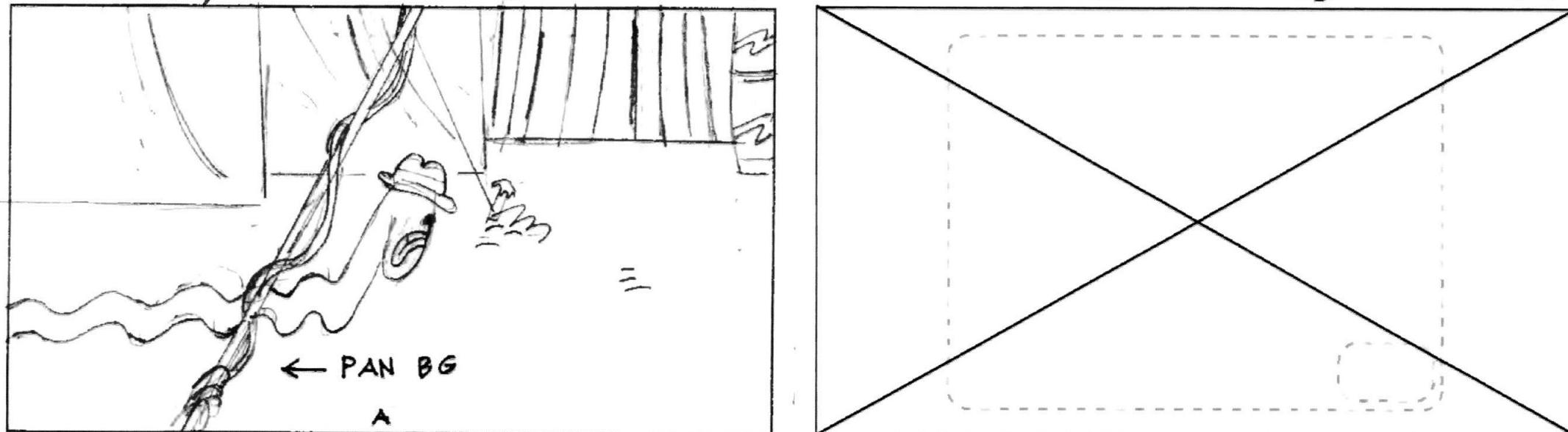
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- WIDE ON BLUE NOSE WALKING, DEEP IN THOUGHT.
- PAN. BG

Timing:

DEC 13 2013

EPISODE #

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Production :

1025/162

1025/162

ADVENTURE TIME



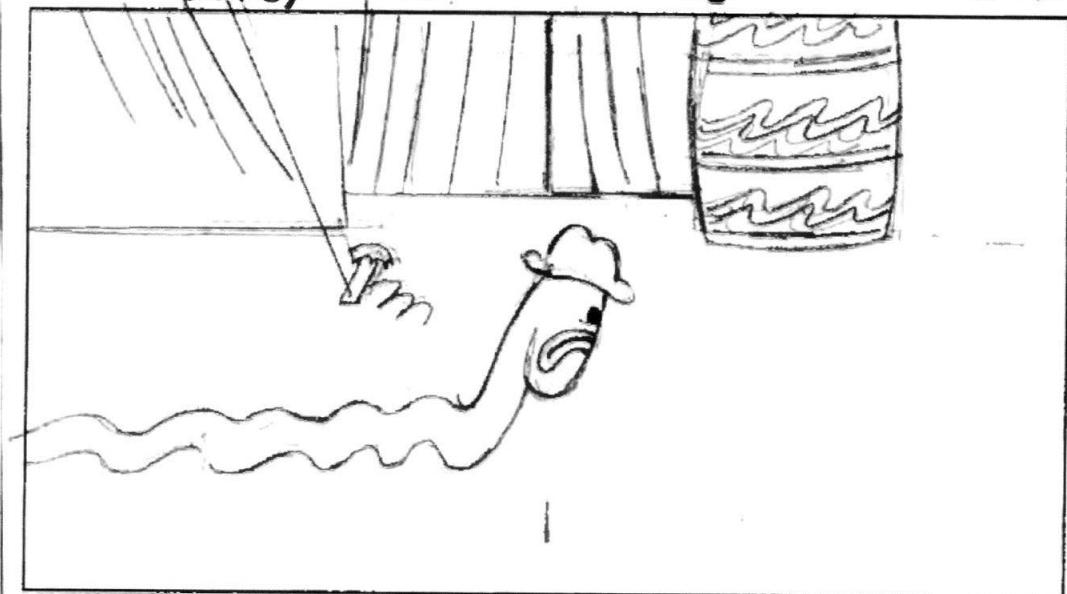
1025 / 162

Sc. 130 cont Pnl. C

Pl. C

Bg.

day nigh



Sc. 130 cont

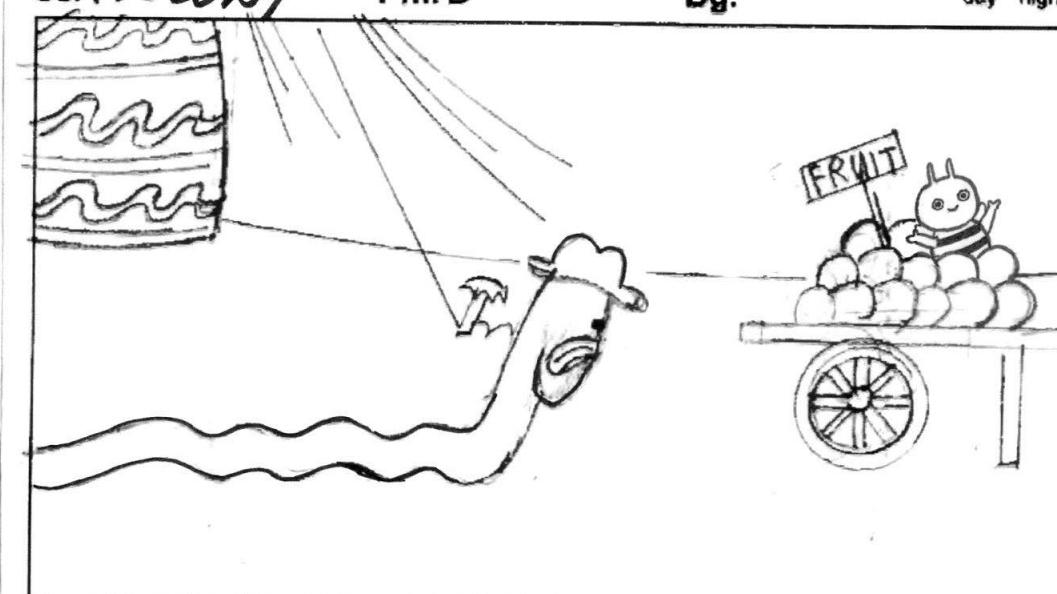
Pnl. □

Bg

330

Page 393

day night



EPISODE 4

1025-162

Production :

S/A(G) panel

DEC 13 2013

q start

PAN
BG

q stop

←
Pan
BG

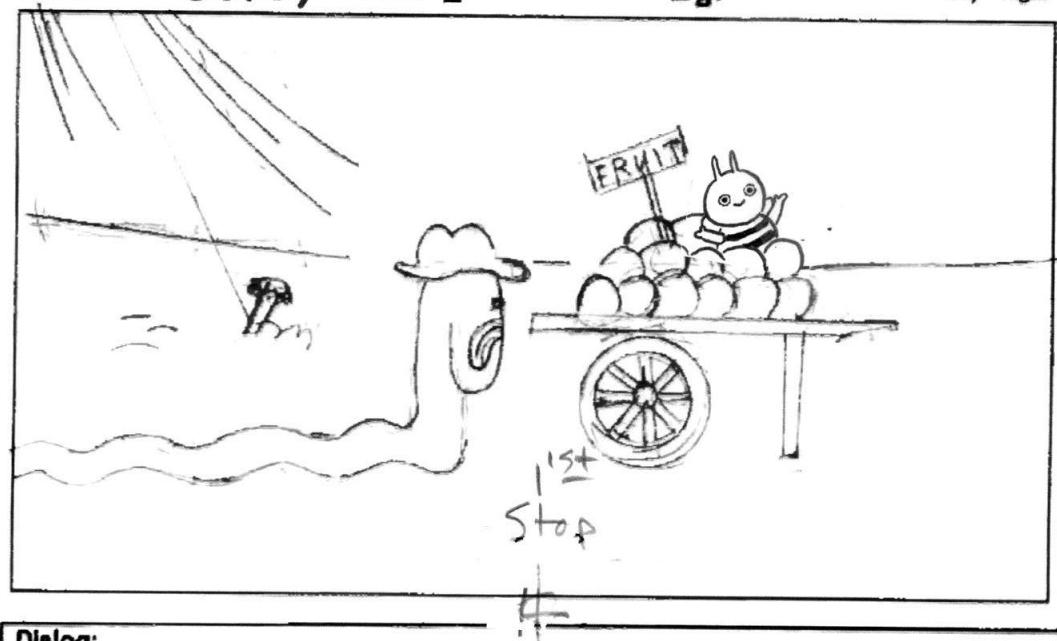
• Stop

1025 / 162

ADVENTURE TIME

Sc. 130 cont Pnl. E

Bg.

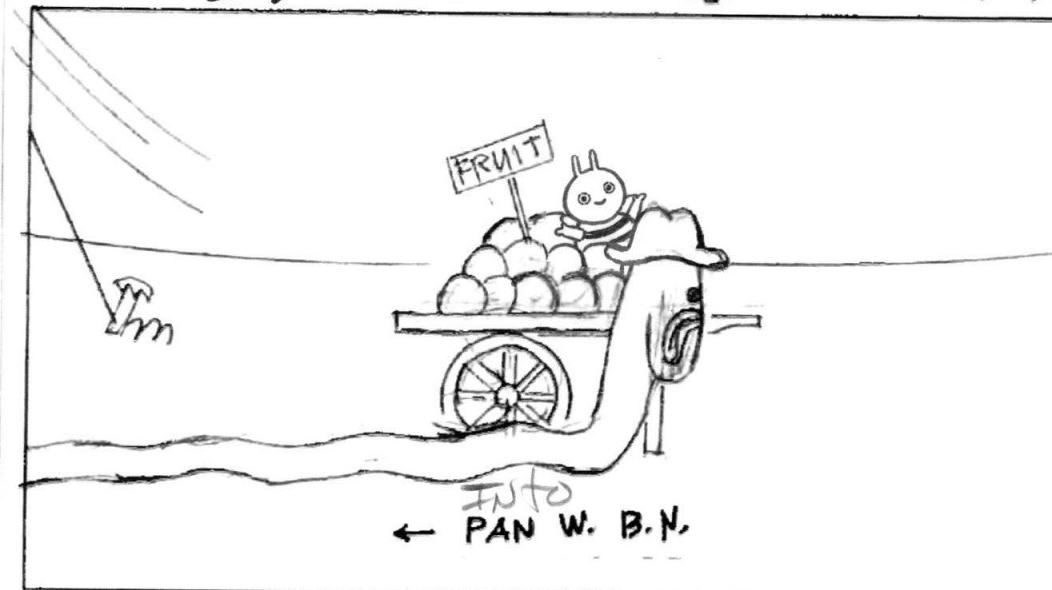


day night

Sc. 130 cont Pnl. F

Bg.

day night



Dialog:

Action:
- BLUE NOSE STOPS AT A FAMILIAR SIGHT,
THE FRUIT CART FROM HIS ACT.
- STOP PAN

BLUE NOSE GRABS THE BABY DOLL.

Timing:

DEC 13 2013

Production :

1025-162

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ADVENTURE TIME



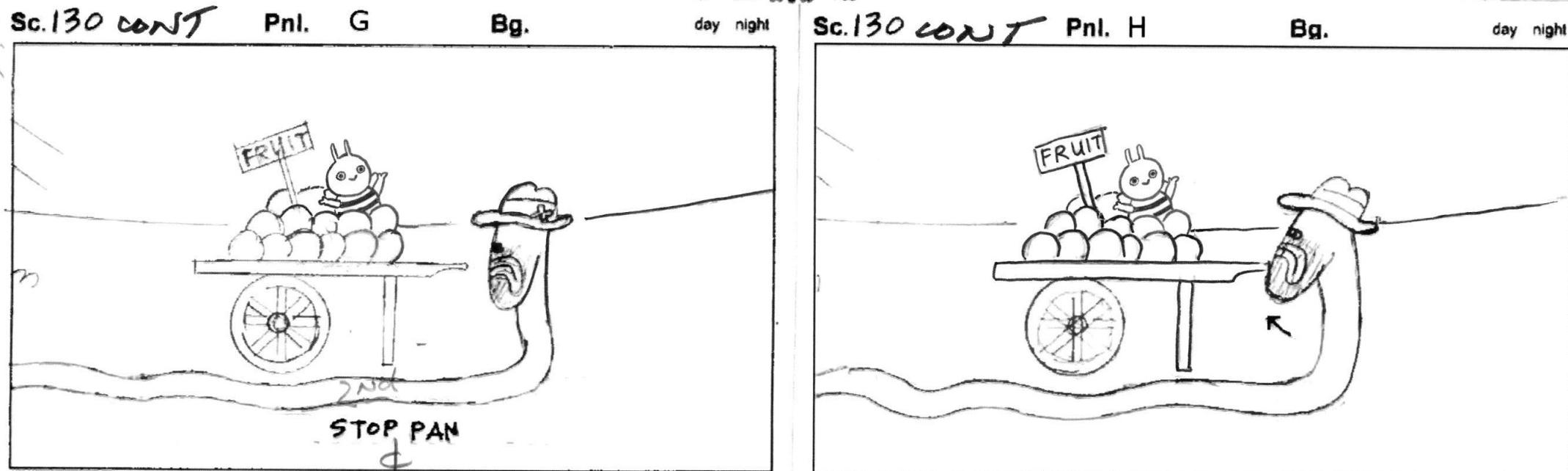
Page 332

Sc. 130 cont

Pnl. G

Bg.

day night



1025/162

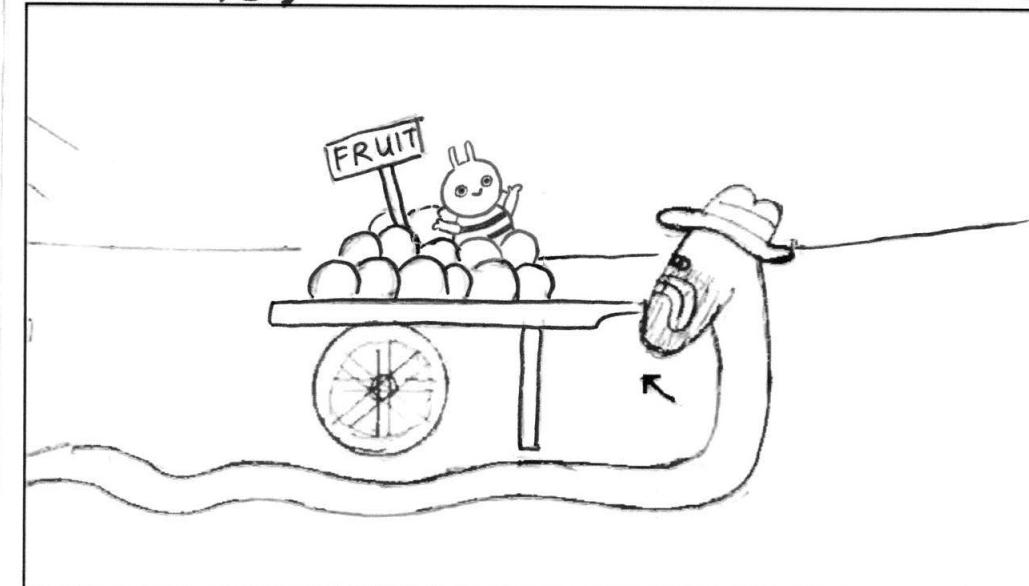
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Sc. 130 cont

Pnl. H

Bg.

day night



Dialog:

Action: PAN A LITTLE MORE, AS B.N. WALKS
TO THE OTHER SIDE OF THE CART.

PAUSE.

Timing:

DEC 13 2013

Production :

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ADVENTURE TIME



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Sc. 130 CONT Pnl. I

Bg.

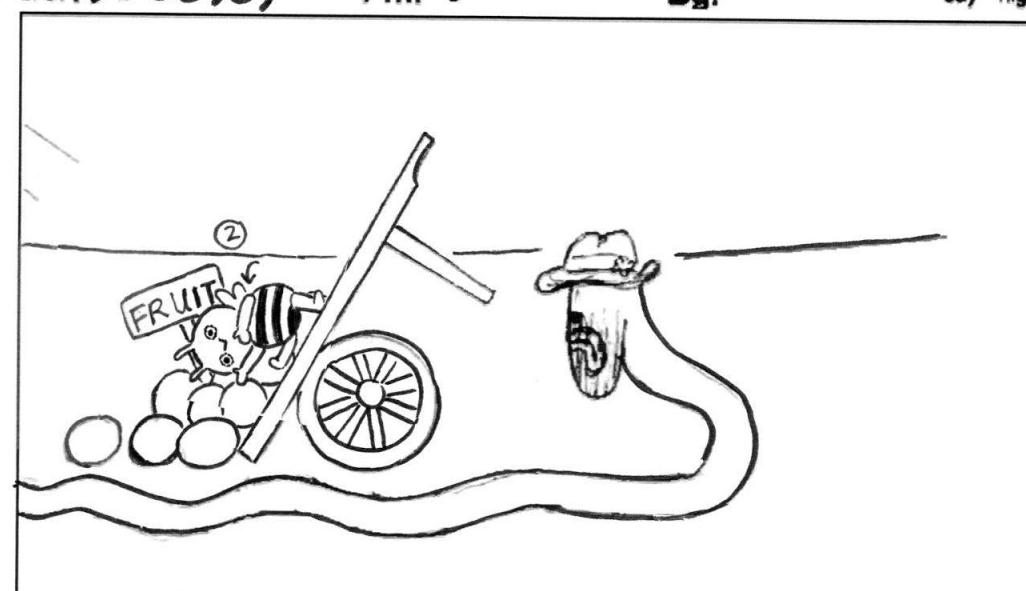
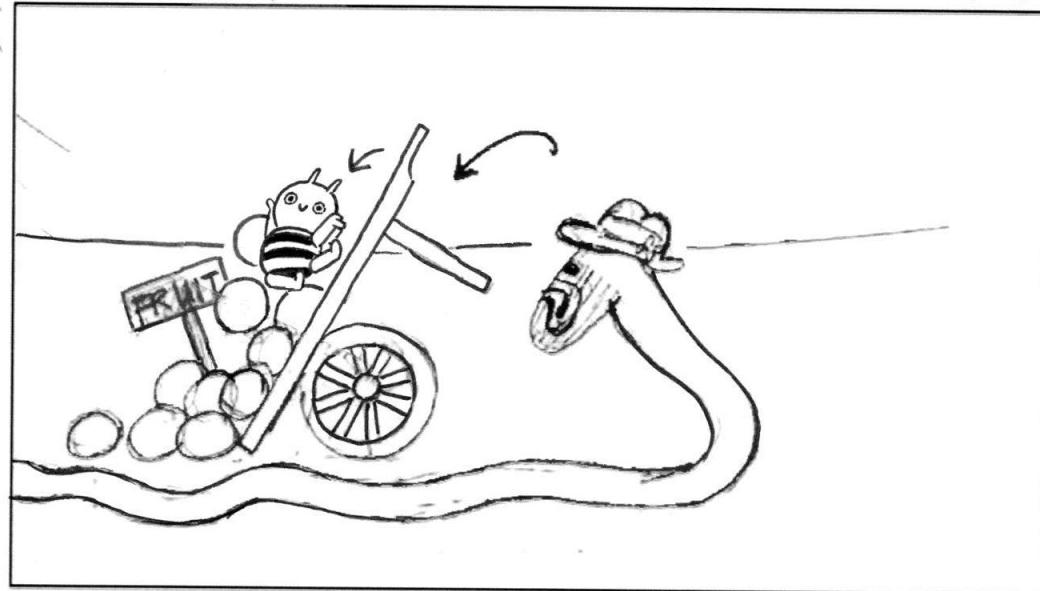
day night

Sc. 130 CONT

Pnl. J

Bg.

day night



1025/162

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Dialog:

Action: PAN A LITTLE MORE, AS B.N. WALKS
TO THE OTHER SIDE OF THE CART.

Timing:



PAUSE.

- ARM FLOPS OVER AS BEE MARIONETTE LANDS

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Production :

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ADVENTURE TIME



Sc. 130 CONT Pnl. K

Bg.

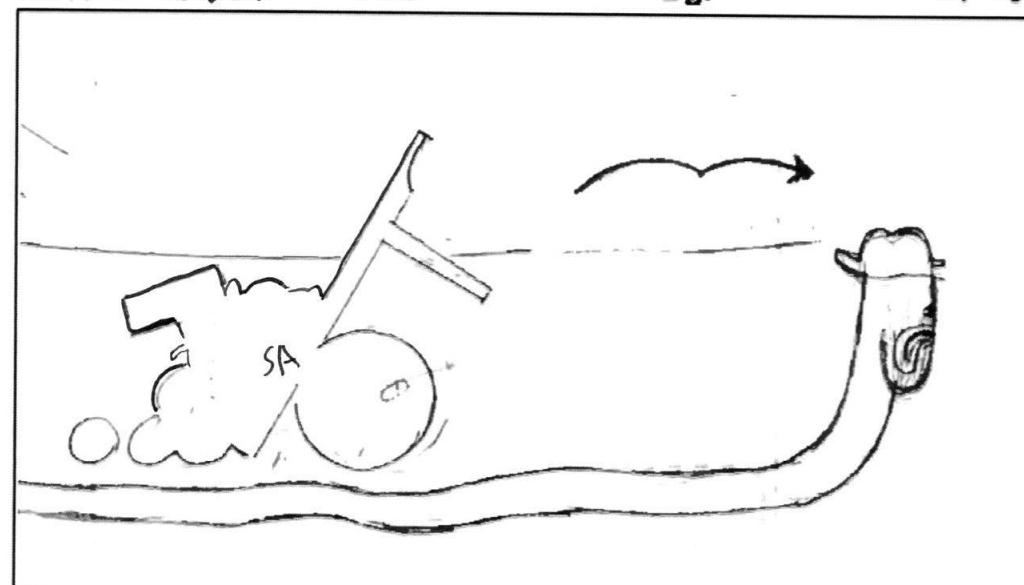
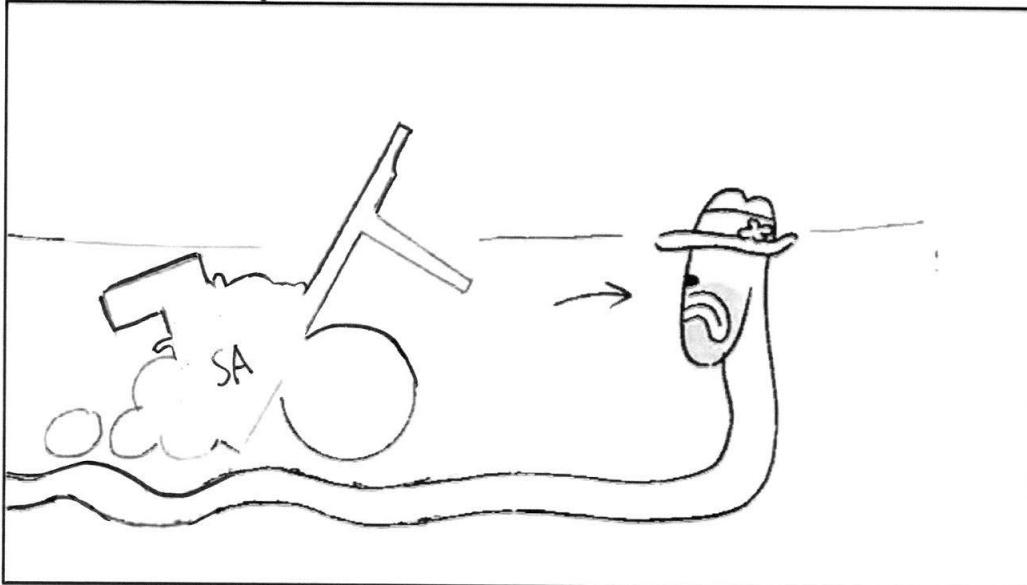
day night

Sc. 130 CONT Pnl. L

Bg.

Page 334
No Pages

335-336



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EPISODE #

Dialog:

Action: PAN A LITTLE MORE, AS B.N. WALKS
TO THE OTHER SIDE OF THE CART.

PAUSE.

Timing:

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Production :

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Cut

ADVENTURE TIME



Page 337

Sc. 131

Pnl. A

Bg.

day night



Sc. 131 cont

Pnl. B

Bg.

day night



Dialog:

Action: ON BLUE NOSE'S TRUNK OF CLOWN PROPS.

BLUE NOSE ENTERS.

Timing:

DEC 13 2013

Production :

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ADVENTURE TIME

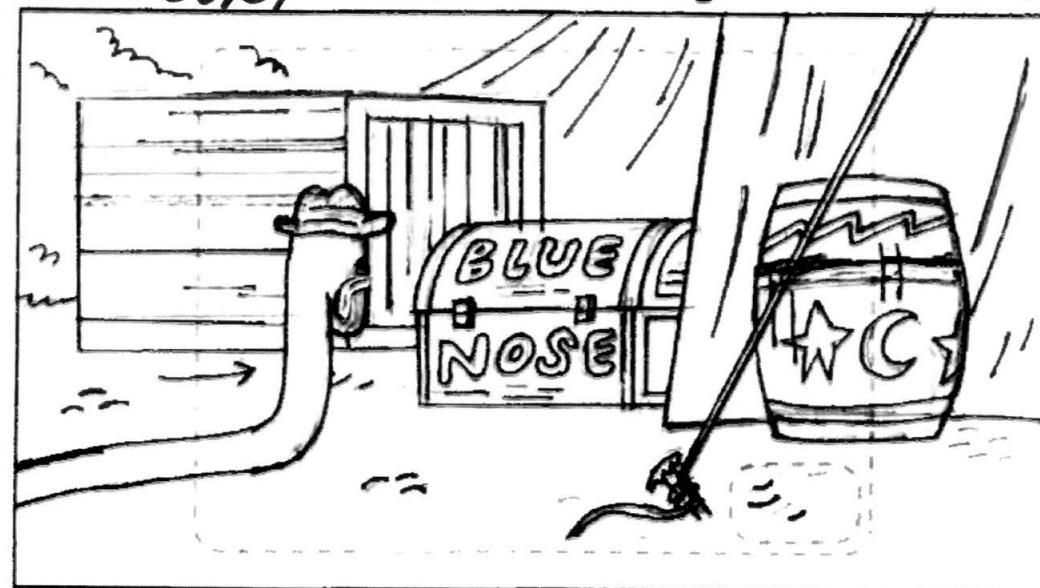


Page 338

Sc. 131 cont Pnl. C

Bg.

day night



Sc. 131 cont Pnl. D

Bg.

day night



Dialog:

Action: BLUE NOSE WALKS TO THE TRUNK.

BLUE NOSE REACHES THE TRUNK.

Timing:

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ADVENTURE TIME



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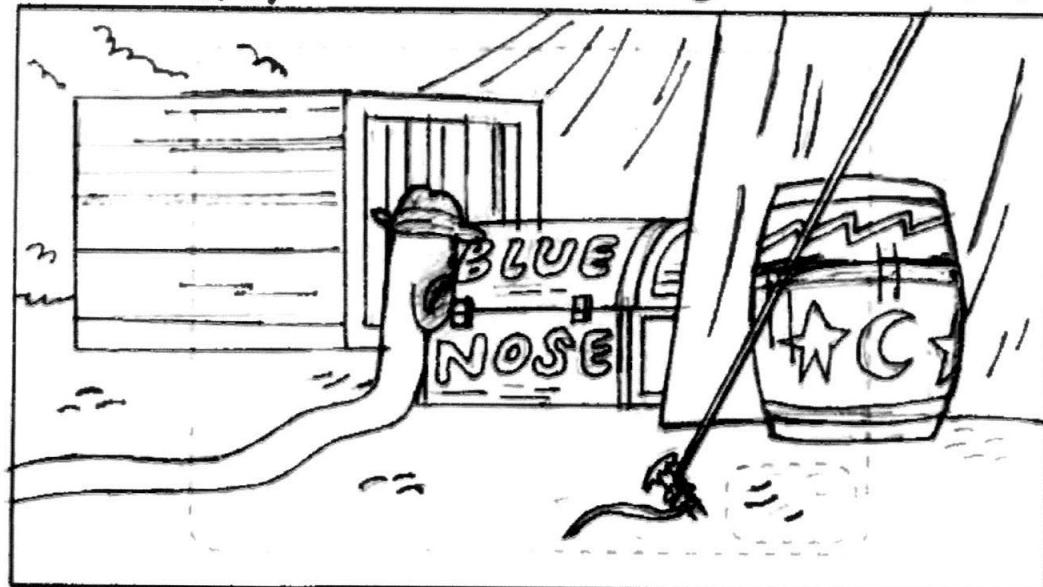
Hu Cut

1025/162

Sc. 131 cont Pnl. E

Bg.

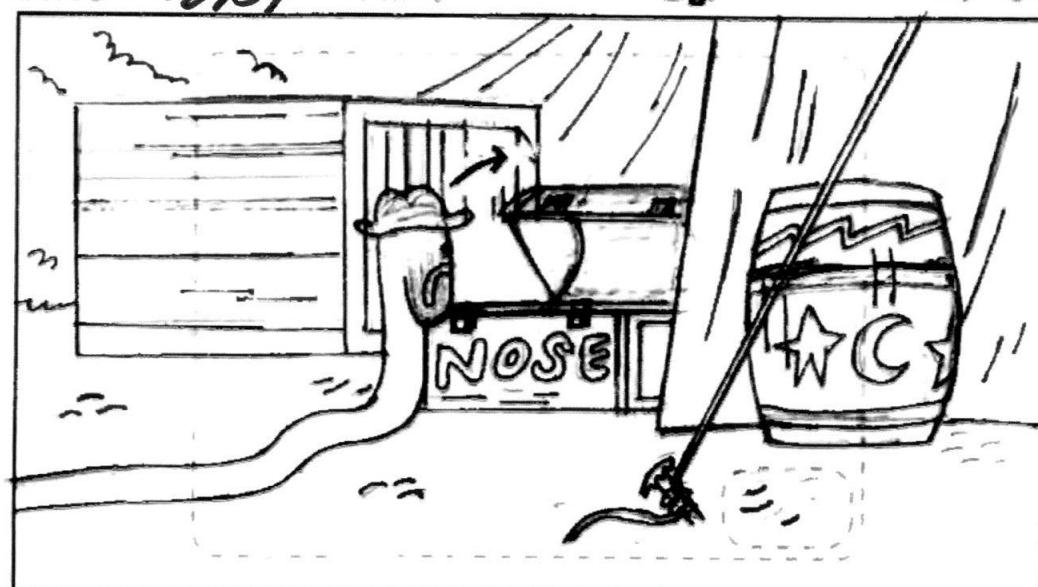
day night



Sc. 131 cont Pnl. F

Bg.

day night



Dialog:

SFX: SQUEEK! (TRUNK LID.)

Action:

ANTIC. OPEN TRUNK.

BLUE NOSE OPENS TRUNK.

Timing:

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Production :

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1025/162

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HC Cut

ADVENTURE TIME



Sc. 132

Pnl. A

Bg.

day night



Sc. 132 cont

Pnl. B

Bg.

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day night



Dialog:

Action:

CLOSE ON THE CONTENTS OF THE TRUNK,
INCLUDING A WOOPEE CUSHION AND A
SELTZER BOTTLE.

SHIFT B.N., LOOKING INTO TRUNK.

Timing:

DEC 13 2013

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Production :

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HC Cut

1025/162

Ho Cut

ADVENTURE TIME



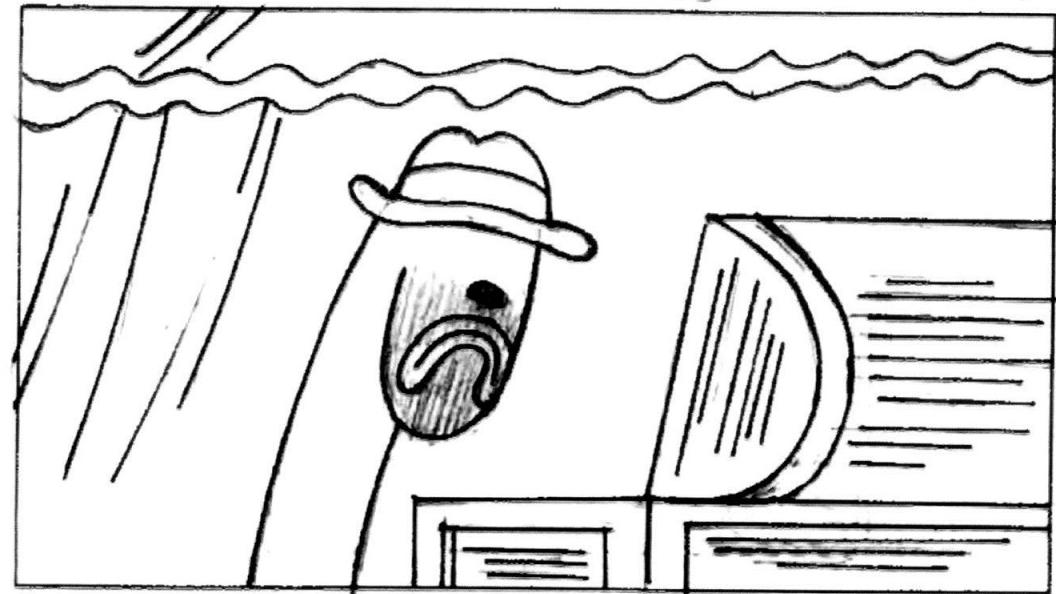
Page 341

Sc. 133

Pnl. A

Bg.

day night



Sc. 133 cont

Pnl. B

Bg.

day night



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Dialog:

Action: KIND OF A REVERSE ANGLE, OF B.N.
LOOKING INTO THE TRUNK.

- BEGIN IRIS OUT.
- MAYBE A SOFT EDGE ON THE IRIS.

Timing:

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Production :

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ADVENTURE TIME



Sc. 133 CONT Pnl. C

Bg.

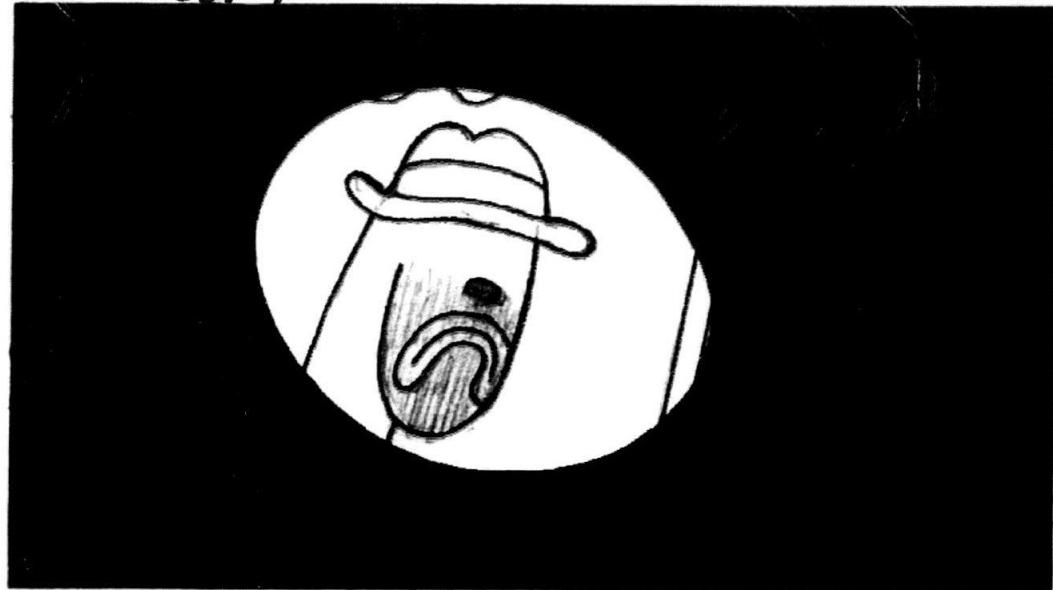
day night

Sc. 133 CONT

Pnl. D

Page 342

day night



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Dialog:

Action: CONT. IRIS OUT

Timing:

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ADVENTURE TIME



Sc. 133 cont Pnl E

Bg.

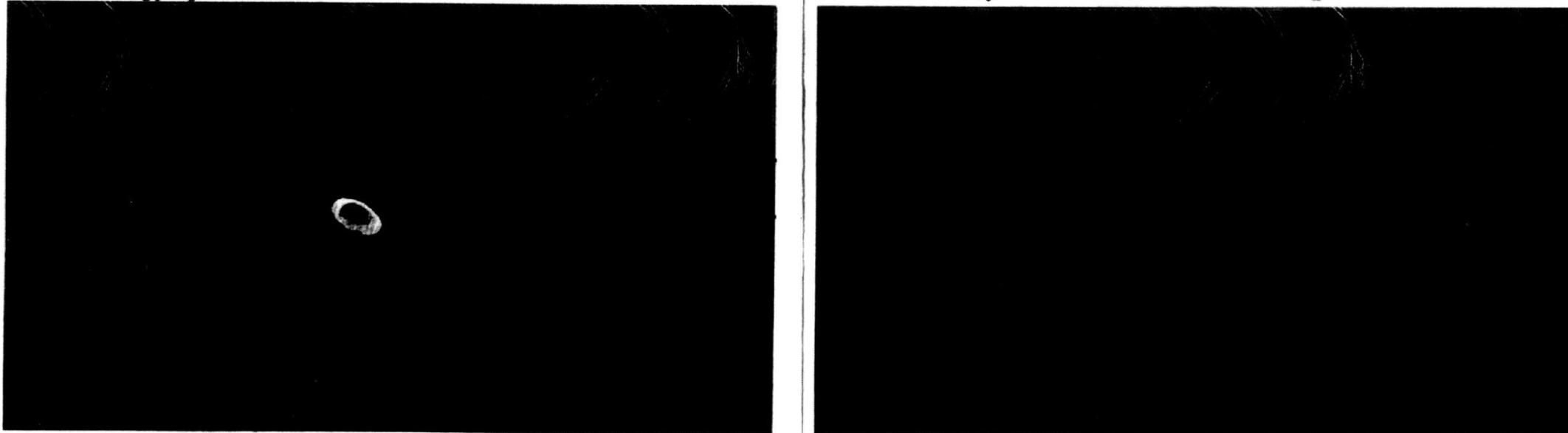
Sc. 133 cont Pnl. F

Bg.

Page 343

day night

H art



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Dialog:

Action: CONT. IRIS OUT (ON BLUE NOSE'S NOSE)

BLACK SCREEN.

Timing:

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Production :

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ADVENTURE TIME



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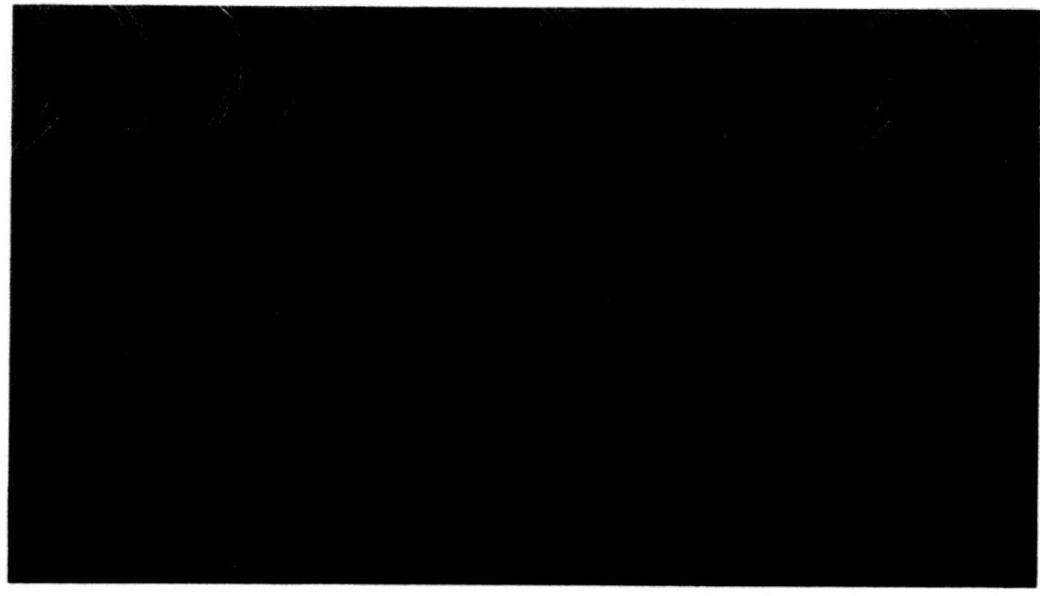
The
Cleveland
Institute
of Art

Sc. 134

Pnl. A

Bg.

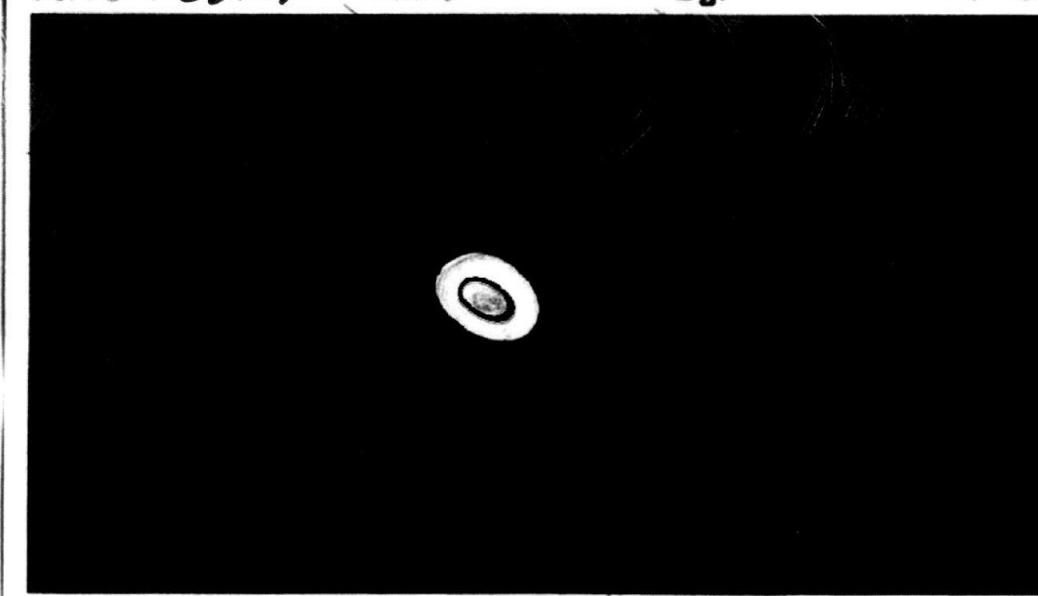
day night



Sc. 134 cont Pnl. B

Bg.

day night



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EPISODE #

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Dialog: MUSIC: BOUNCY CIRCUS MUSIC ...

...

Action:

IRIS BEGINS OPENING

Timing:

DEC 13 2013

Production :

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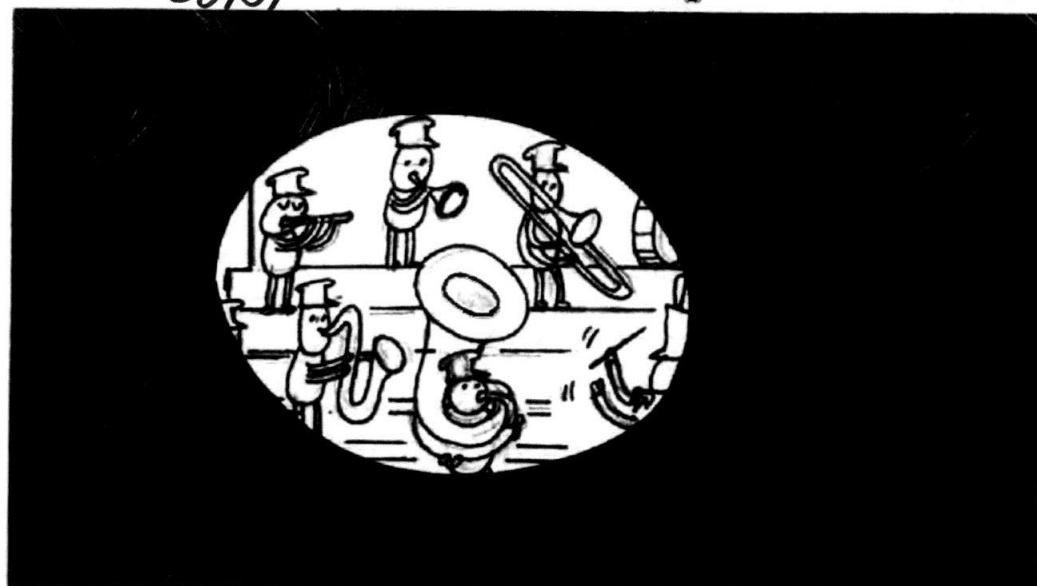
1025/162

ADVENTURE TIME

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Sc. 134 cont Pnl. C

Bg.



day night

Sc. 134 cont Pnl. D

Bg.

day night

Page 345



Dialog:

CONT. BOUNCY CIRCUS MUSIC ...



Action:

- CONT. IRIS OPENING ...
- REVEAL THE CIRCUS BAND.

(THE BAND LEADER IS WAVING
HIS ARMS ENERGETICALLY.)

Timing:

DEC 13 2013

Production :

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1025/162

ADVENTURE TIME



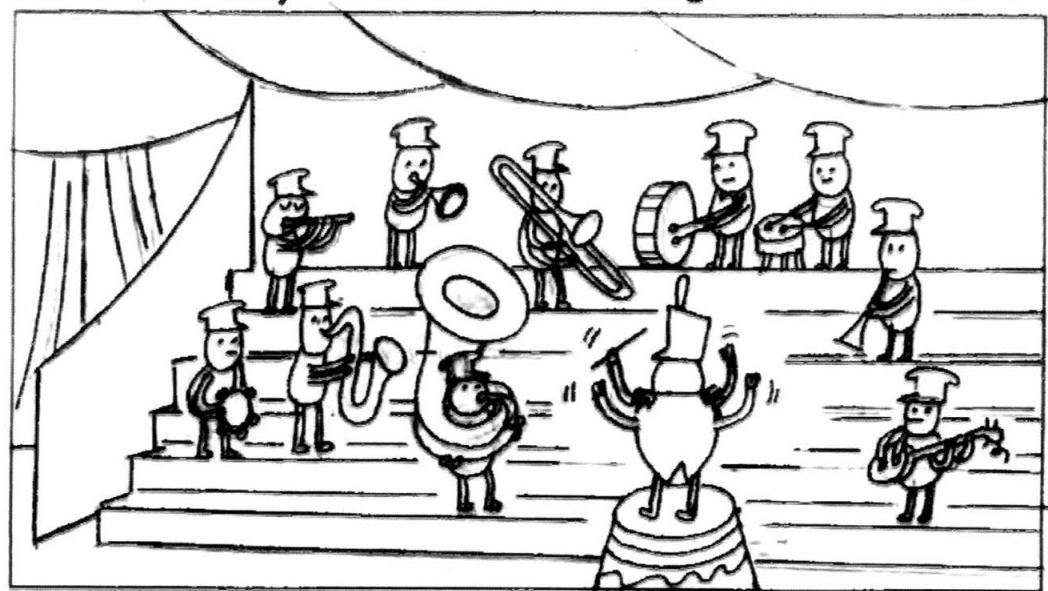
Page 346

Cut

Sc. 134 cont Pnl. E

Bg.

day night



Sc. 134 cont

Pnl. F

Bg.

day night



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EPISODE #

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Production :

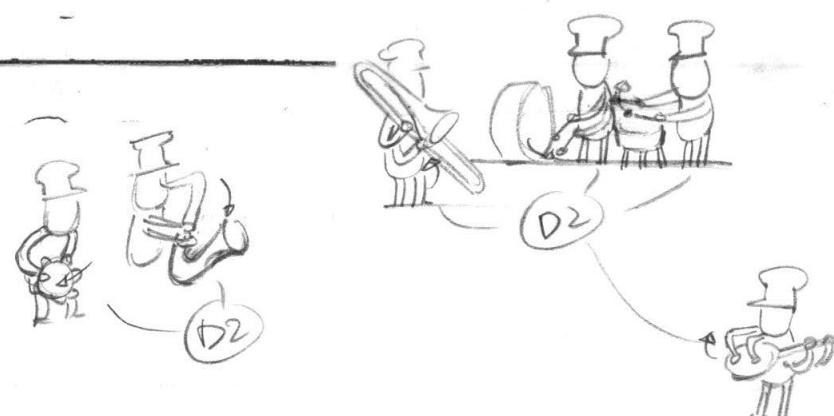
DEC 13 2013

Dialog: CONT. BOUNCY CIRCUS MUSIC

...

...

Action:



Timing:

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ADVENTURE TIME



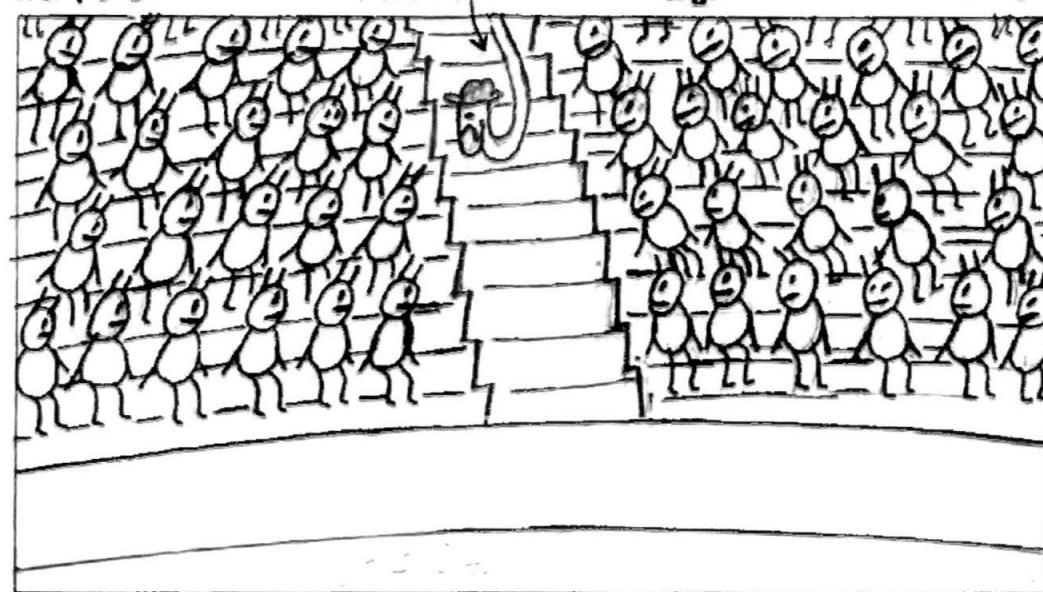
Page 347

Sc. 135

Pnl. A (N)

Bg.

day night

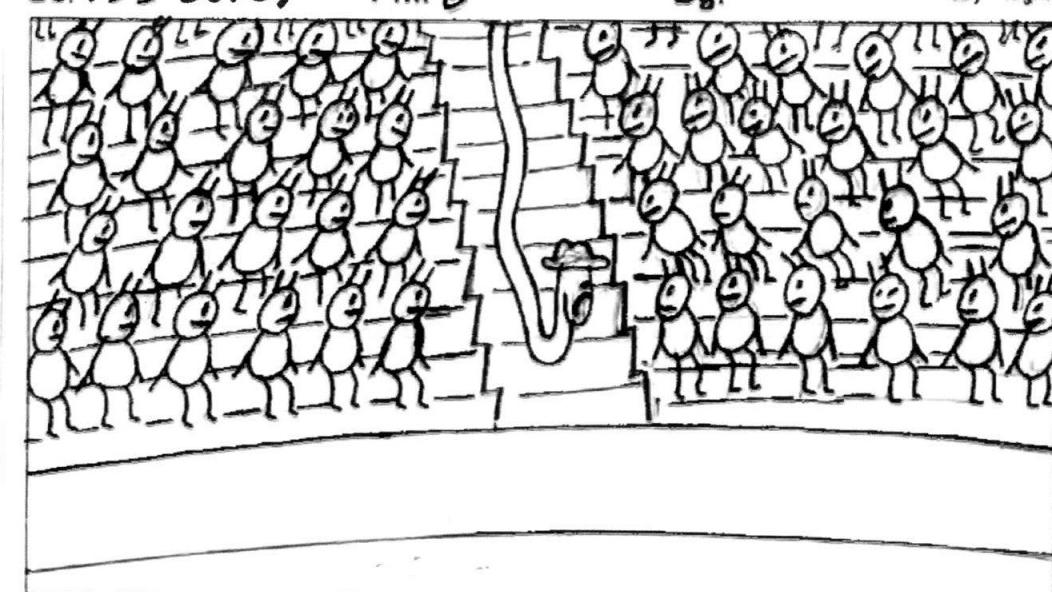


Sc. 135 cont

Pnl. B

Bg.

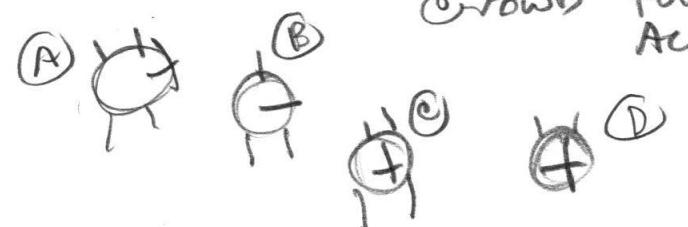
day night



Dialog:

Action: - WIDE ON AUDIENCE.
- BLUE NOSE COMES DOWN STAIRS, QUICKLY.

Timing:



DEC 13 2013

Production :

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1025/162

1025/162

1025/162

ADVENTURE TIME

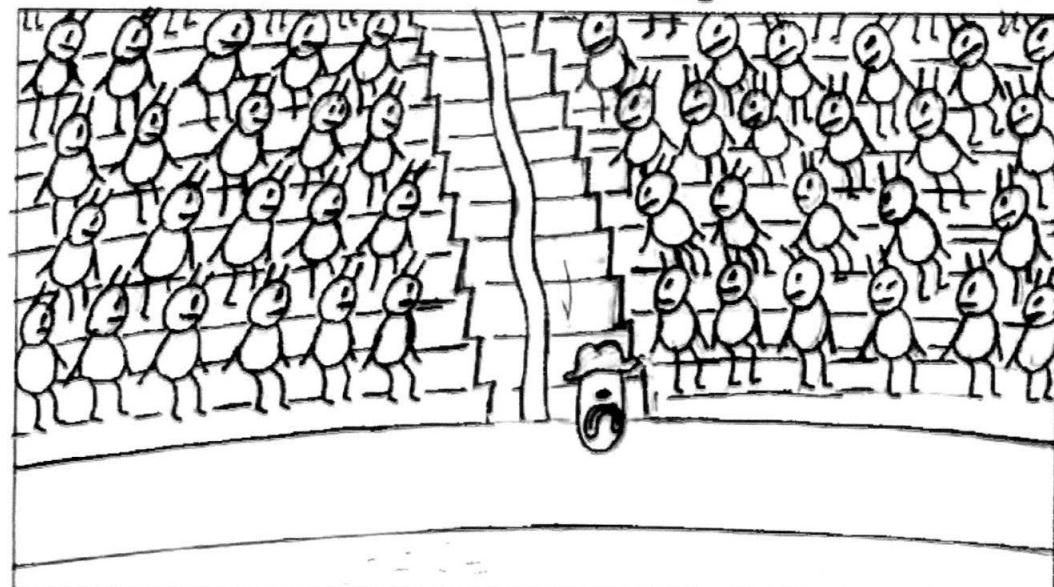


Sc. 135 cont

Pnl. C

Bg.

day night

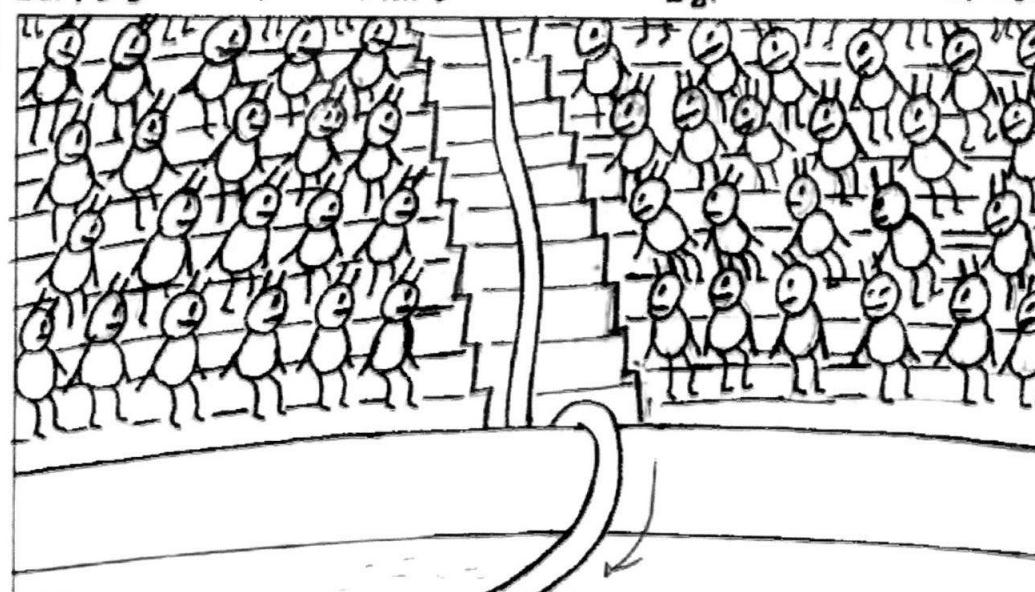


Sc. 135 cont

Pnl. D

Bg.

day night



Page 348

HQ Cut

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Dialog:

Action:

Timing:

DEC 13 2013

Production

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WC cut

ADVENTURE TIME



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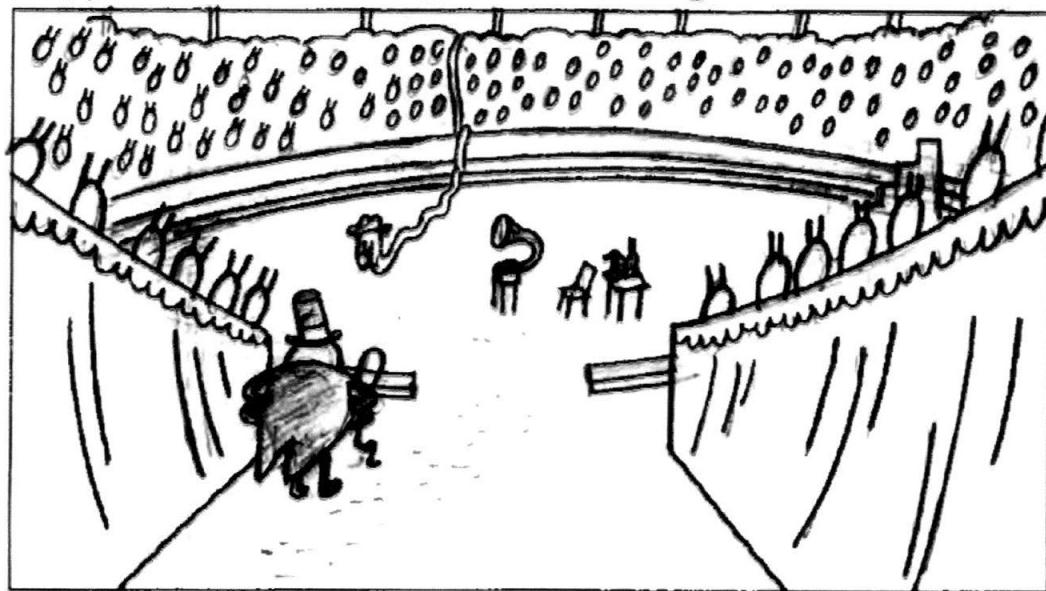
Cut

Sc. 136

Pnl. A

Bg.

day night

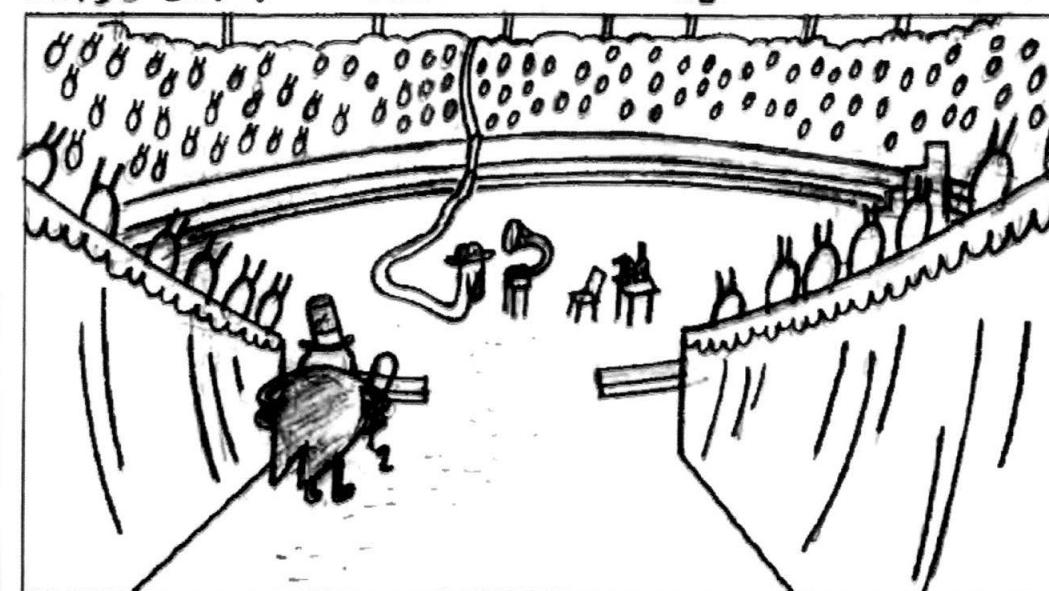


Sc. 136 cont

Pnl. B

Bg.

day night



1025/162

Dialog:

Action: - VIEW FROM JUST INSIDE AN ENTRANCE.
- HOLD RINGMASTER.
- BLUE NOSE APPROACHES VICTROLA.

DEC 13 2013

Timing:

Production :

1025-162

1025/162

CW

ADVENTURE TIME

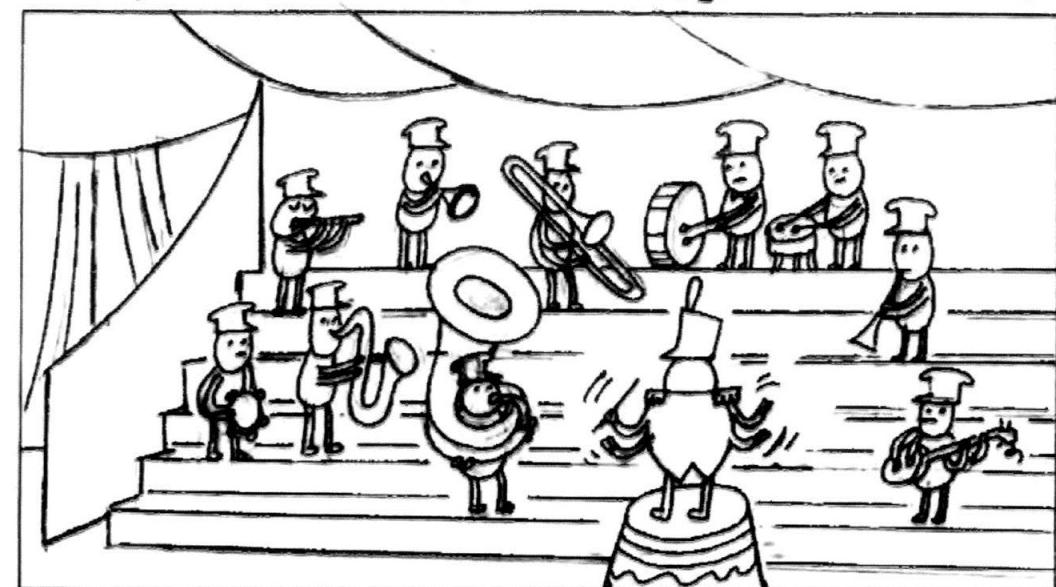


Sc. 137

Pnl. A

Bg.

day night

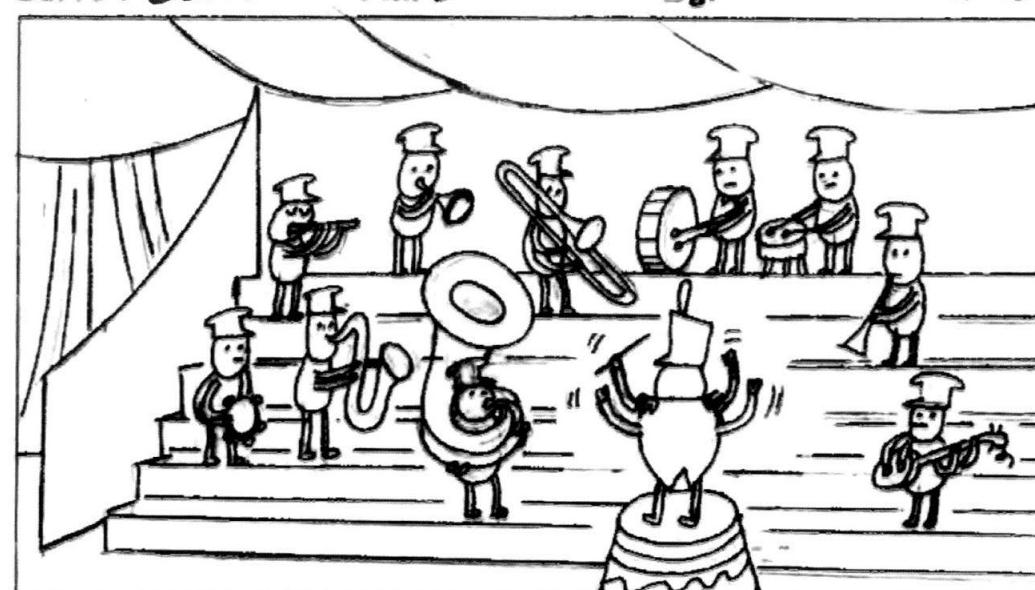


Sc. 137 cont

Pnl. B

Bg.

day night



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1025/162

Dialog: MUSIC: BOUNCY CIRCUS MUSIC ...

...

Action: RE-USE THE BAND FROM SC.134

Timing:

DEC 13 2012

Production :

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ADVENTURE TIME



CUT

Page 351

Sc. 137 *CONT*

Pnl. C

Bg.

day night

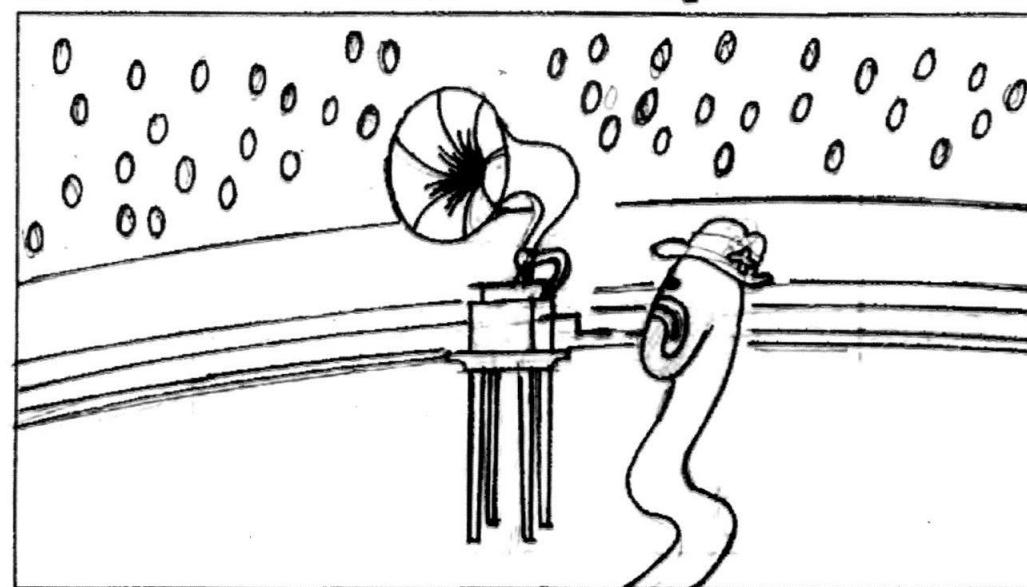


Sc. 138

Pnl. A

Bg.

day night



Dialog:

MUSIC STOPS.

Action: THE BAND LEADER HOLDS HIS ARMS OUT TO STOP THE BAND PLAYING. (THEY STOP.)

ON BLUE NOSE WITH THE VICTROLA.

Timing:

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ADVENTURE TIME



Sc. 138 ~~CONT~~

Pnl. B

Bg.

day night

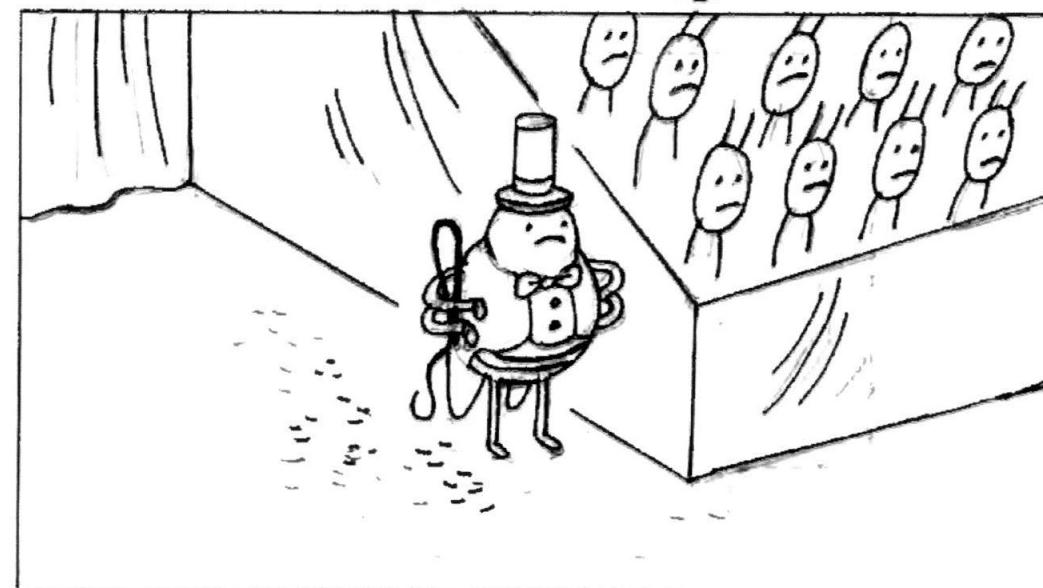
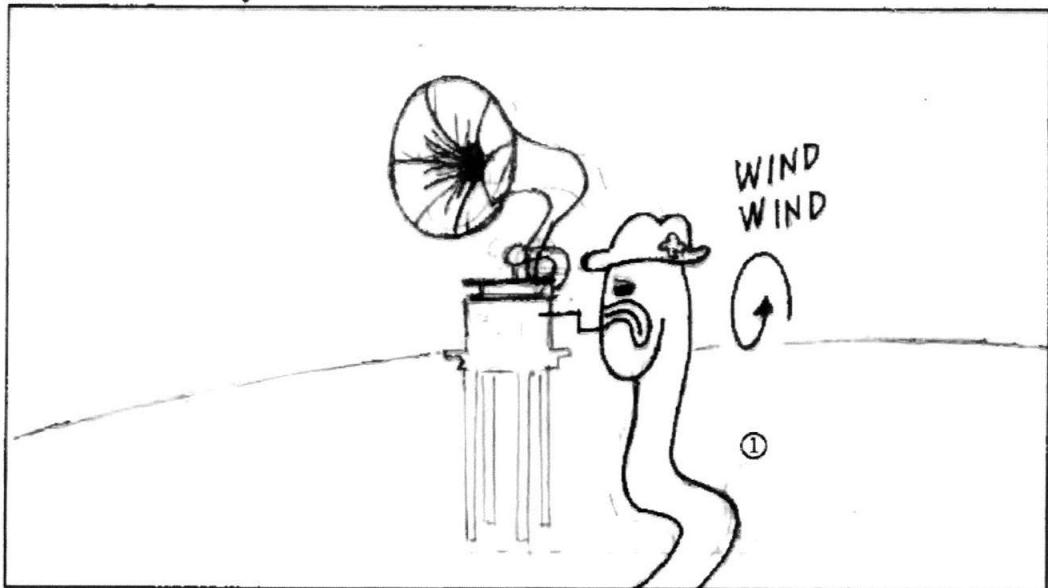
Sc. 139

Pnl. A

Bg.

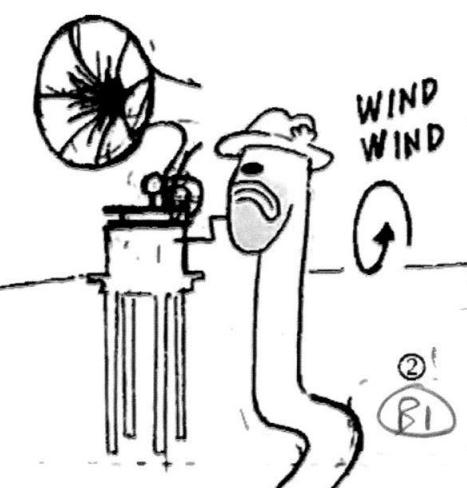
Page 352

Cut



Dialog:
SFX: WIND WIND WIND

Action:
BLUE NOSE WINDS THE VICTROLA.
(QUICK WINDING MOVEMENTS.)



Timing:

CYCLE 1 - 2

ON RINGMASTER AND AUDIENCE.
NEUTRAL EXPRESSIONS.

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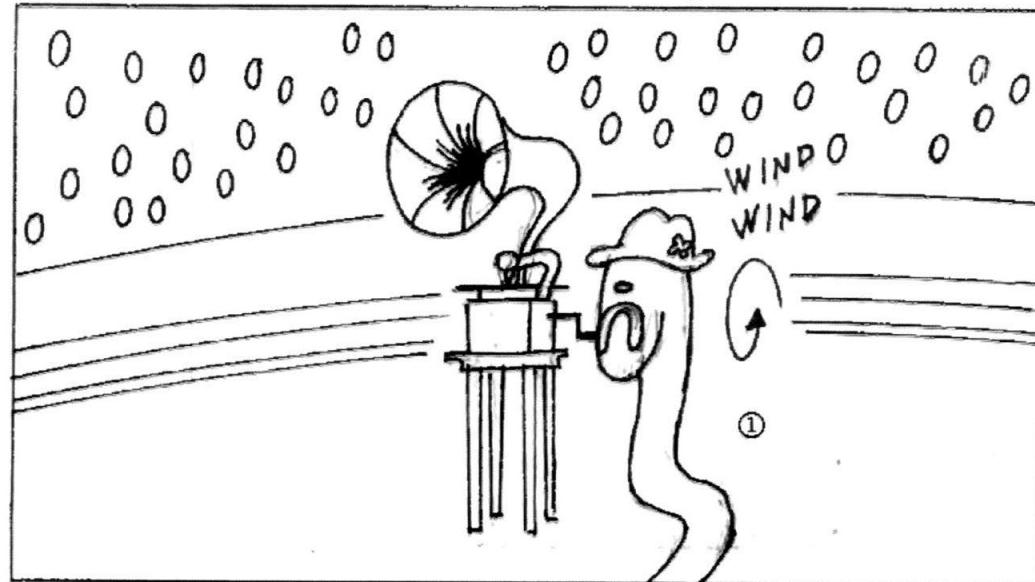
Page 353

Cut
Sc. 140

Pnl. A

Bg.

day night

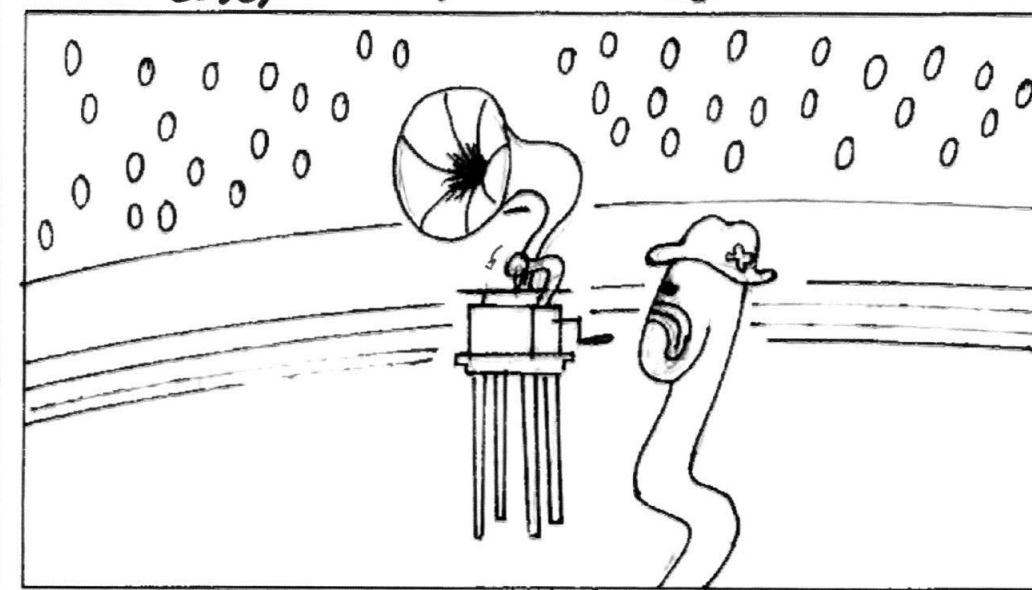


Sc. 140 *cont*

Pnl. B

Bg.

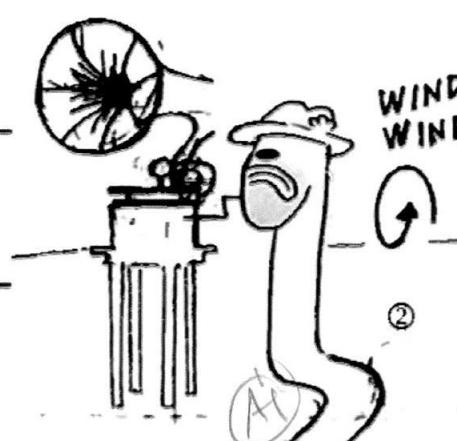
day night



Dialog: SFX: WIND WIND WIND

Action:
BLUE NOSE WINDING VICTROLA
AS IN SC. 130

Timing:



MUSIC: MELANCHOLY MUSIC
(CONT. THROUGH TO SC. 155+1)

BLUE NOSE STOPS WINDING. THE OLD
MELANCHOLY MUSIC STARTS.

DEC 13 2013



slight slow bob
Action to Needle
ARM.

Production :

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1025/162

Cut

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ADVENTURE TIME



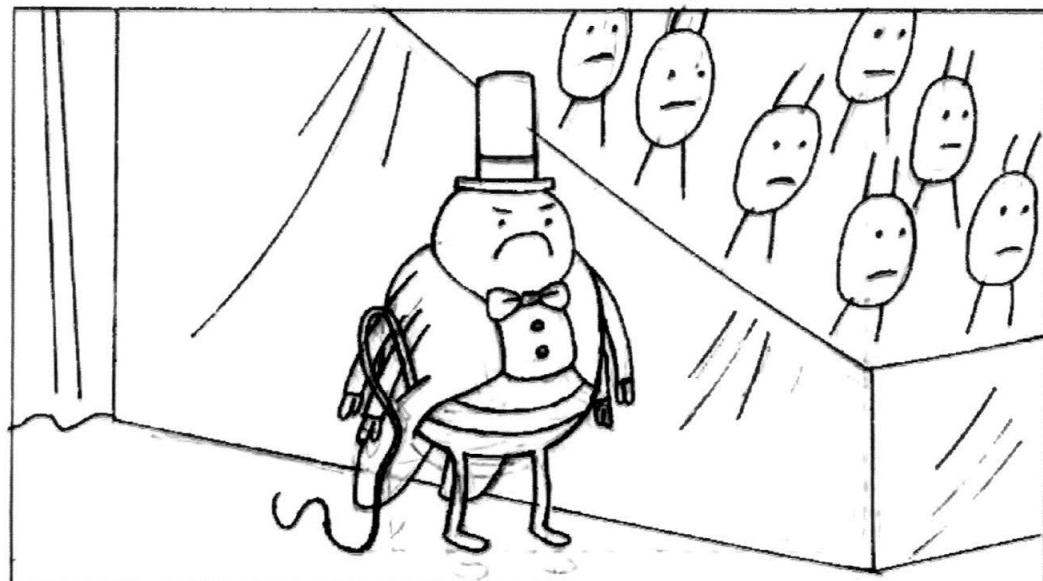
Page 354

Sc. 141

Pnl. A

Bg.

day night

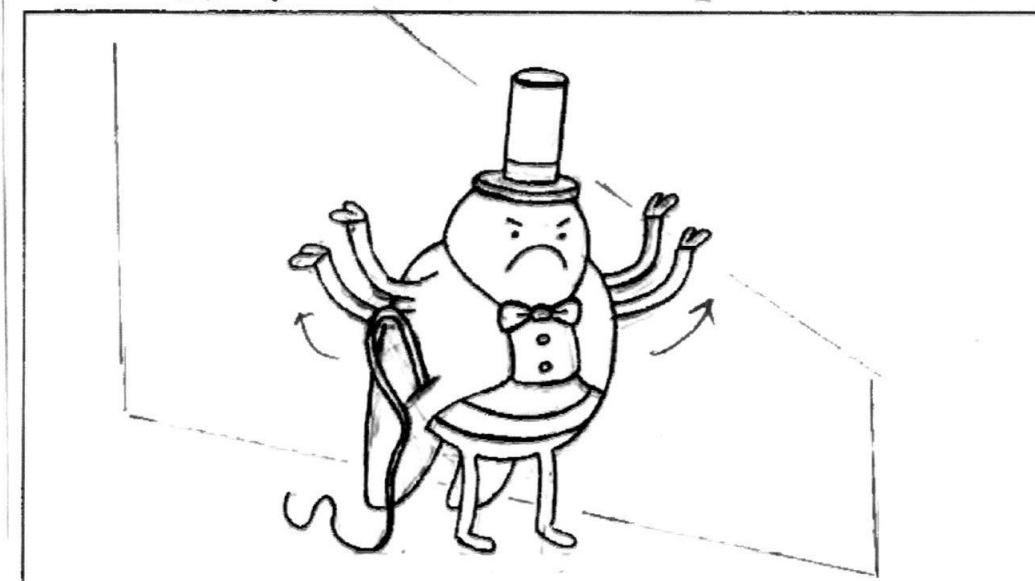


Sc. 141 cont

Pnl. B

Bg.

day night



Dialog:

Action: ON RINGMASTER (CLOSER THAN SC. 139).
HE LOOKS VERY DISAPPOINTED.

ANTIC.

Timing:

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ADVENTURE TIME



NO
SC
142

Page 355

Cut

Sc. 141 cont

Pnl. C

Bg.

day night

Sc. 141 cont

Pnl. D

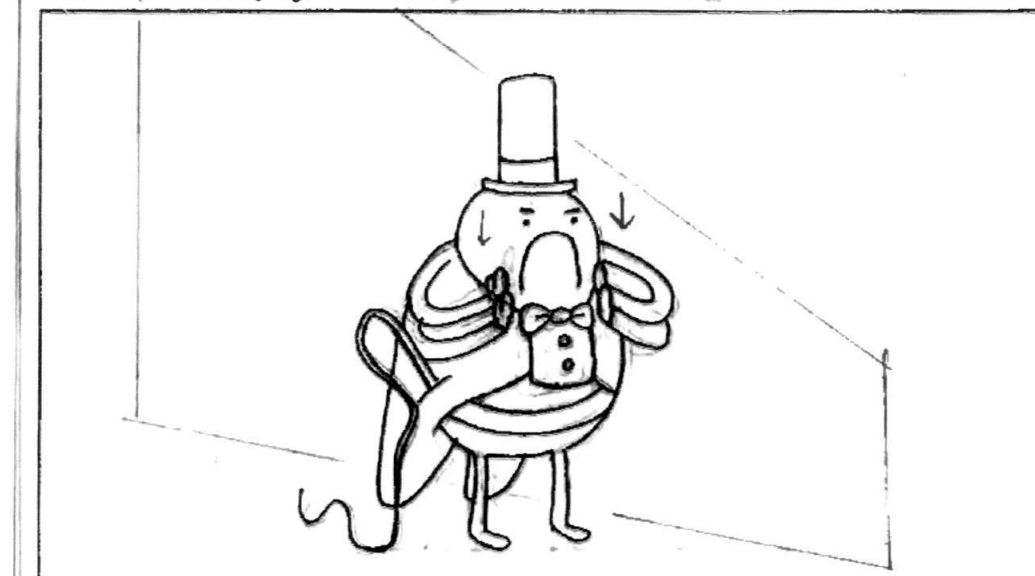
Bg.

day night

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Dialog: SFX: SLAP!

Action: RINGMASTER DOES A FACEPALM.

-RM PULLS DOWN ON FACE.

Timing:

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Production :

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ADVENTURE TIME

Cut

1025/162

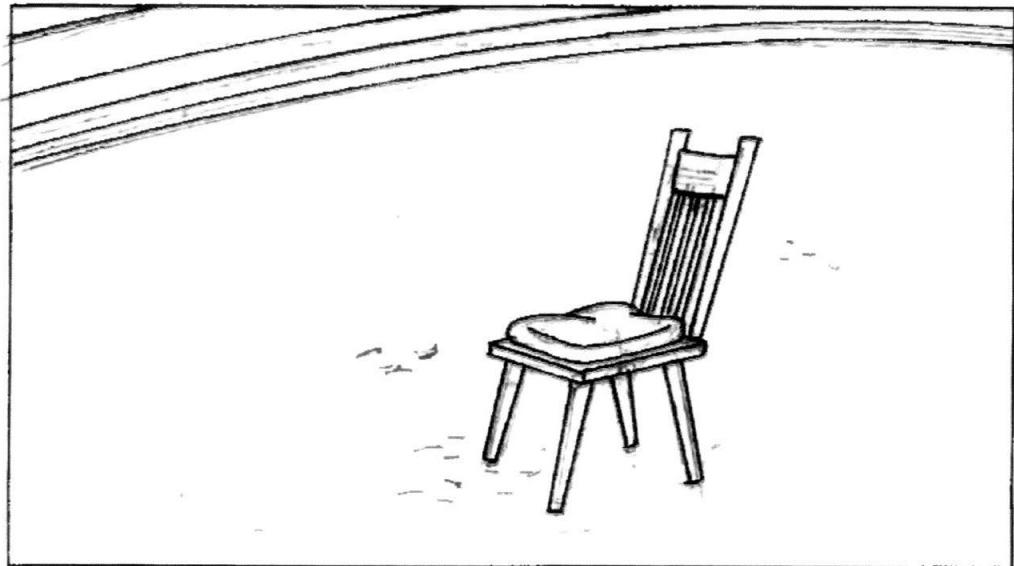
Sc. 143

Pnl. A

Bg.



day night

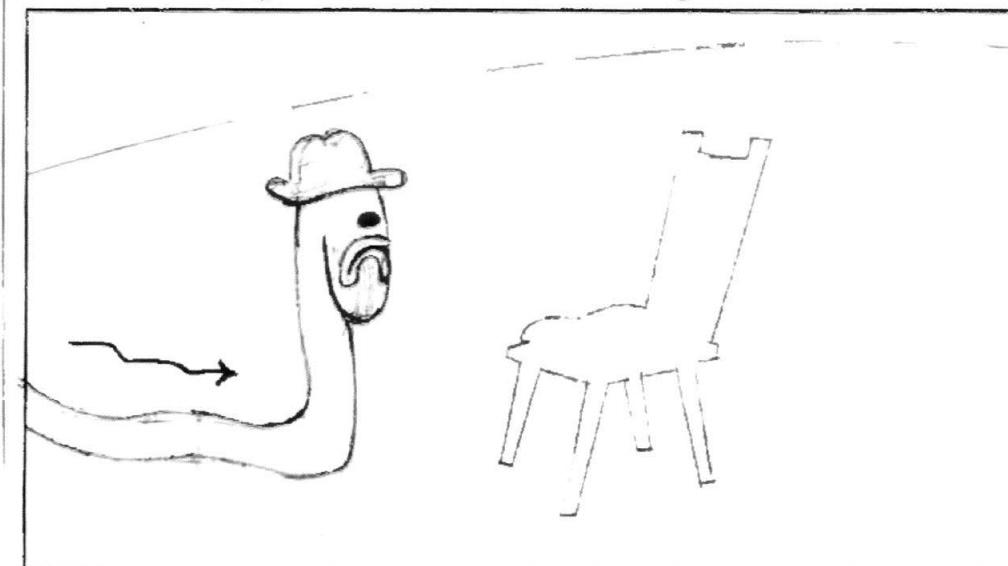


Sc. 143 cont

Pnl. B

Bg.

day night



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Dialog:

Action:

ON PROP CHAIR.

BLUE NOSE ENTERS.

Timing:

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Production:

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ADVENTURE TIME



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Sc. 143 CONT Pnl. C

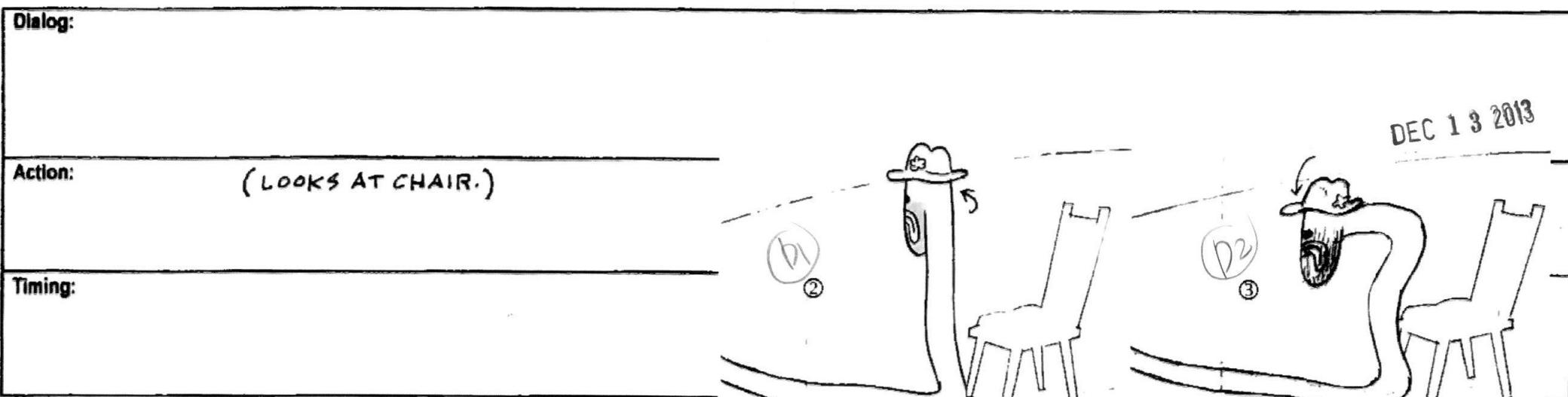
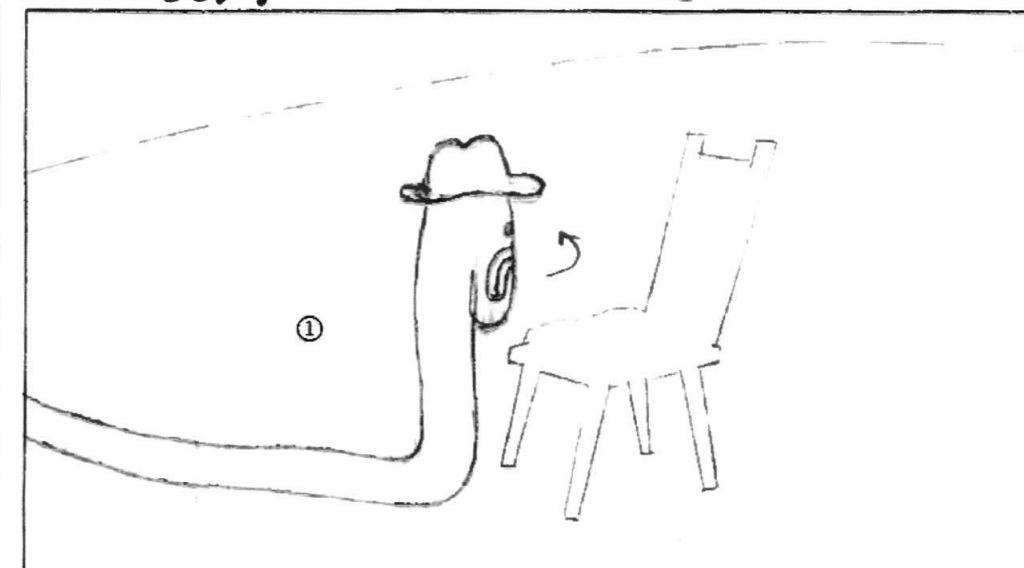
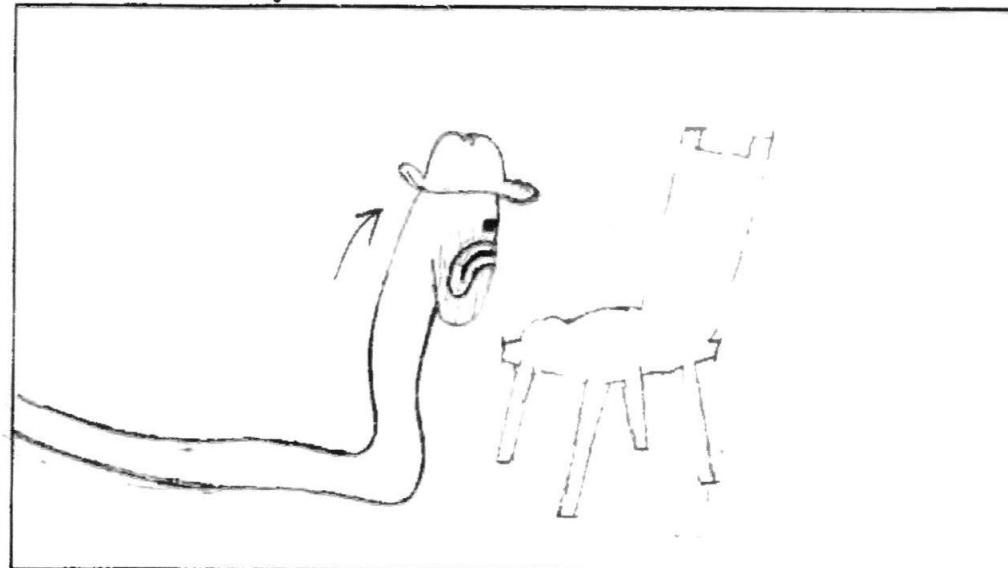
Bg.

day night

Sc. 143 CONT Pnl. D

Bg.

day night



1025/162

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Page 358

Sc. 143 cont Pnl. E

Bg.

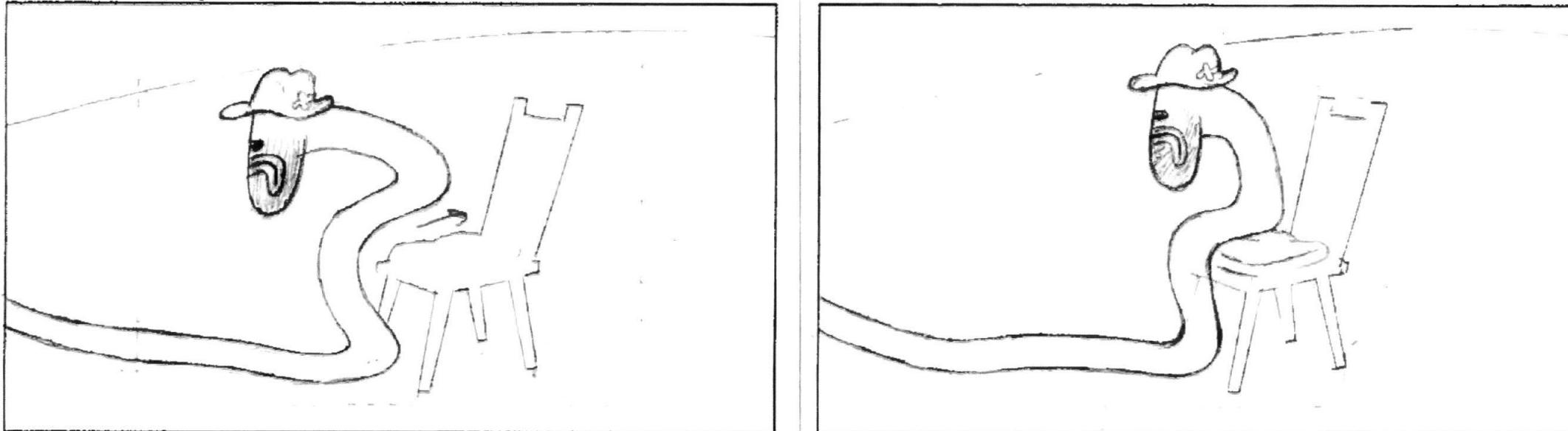
day night

Sc. 143 cont

Pnl. F

Bg.

day night



1025/162

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Dialog:

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Action: BLUE NOSE GOES TO SIT ON THE CHAIR.

A SLOW,
GENTLE SETTLE.

Timing:



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Sc. 143 cont Pnl. G

Bg.

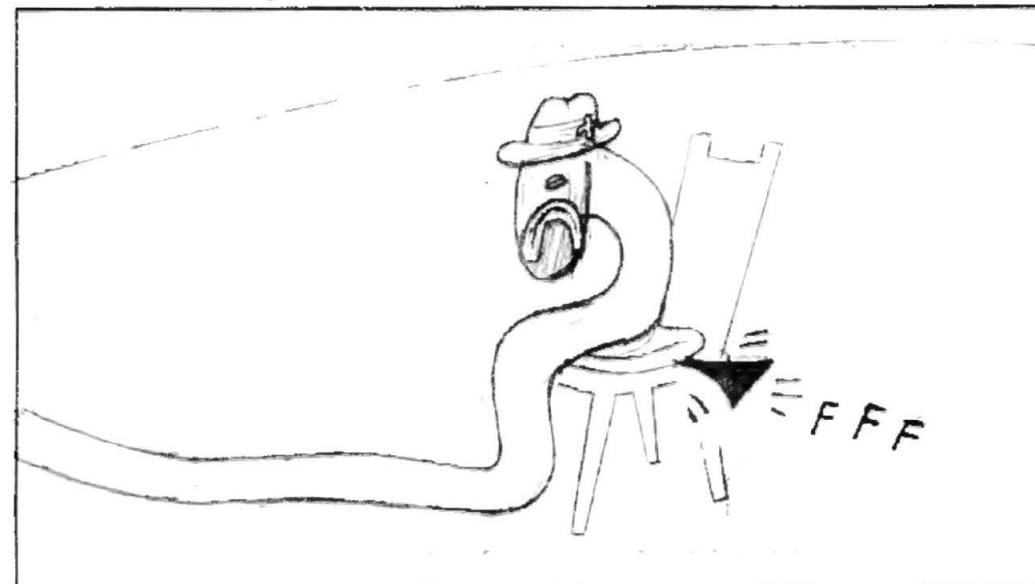
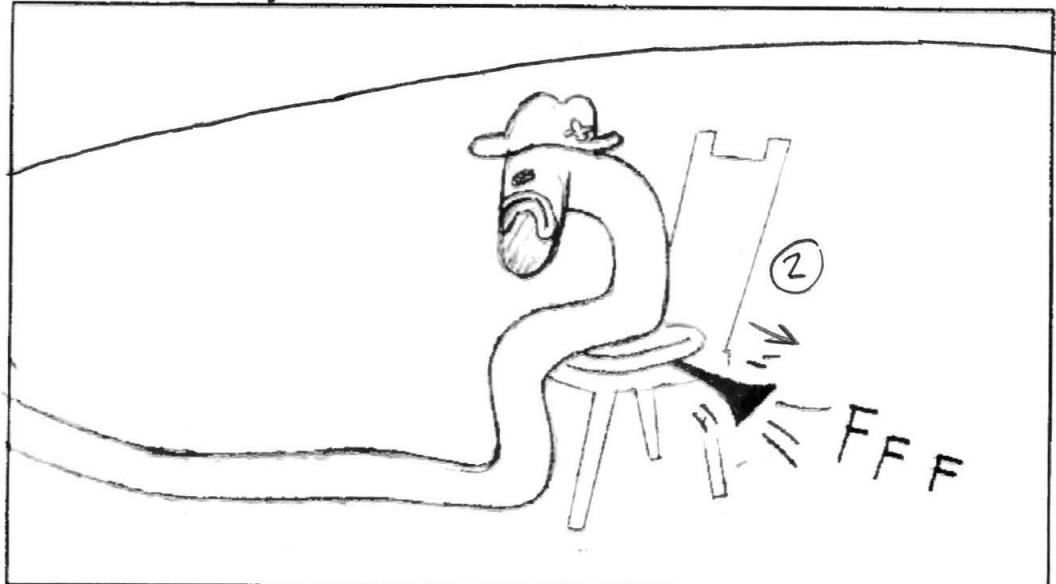
day night

day night

Sc. 143 cont Pnl. H

Bg.

day night



1025/162

Dialog: SFX: FFFFF! (WHOOPEE CUSHION)

Action: WHEN BLUE NOSE IS FULLY SETTLED,
THE WHOOPEE CUSHION COMES TO LIFE.

Timing:



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Cut

1025/162

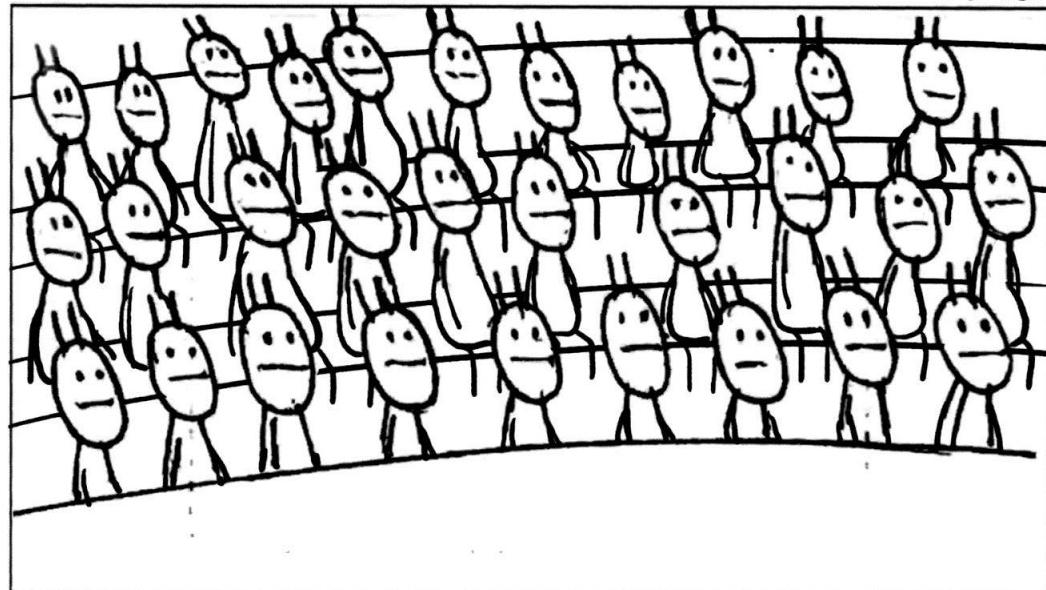
ADVENTURE TIME



Sc. 144

Pnl. A

day night



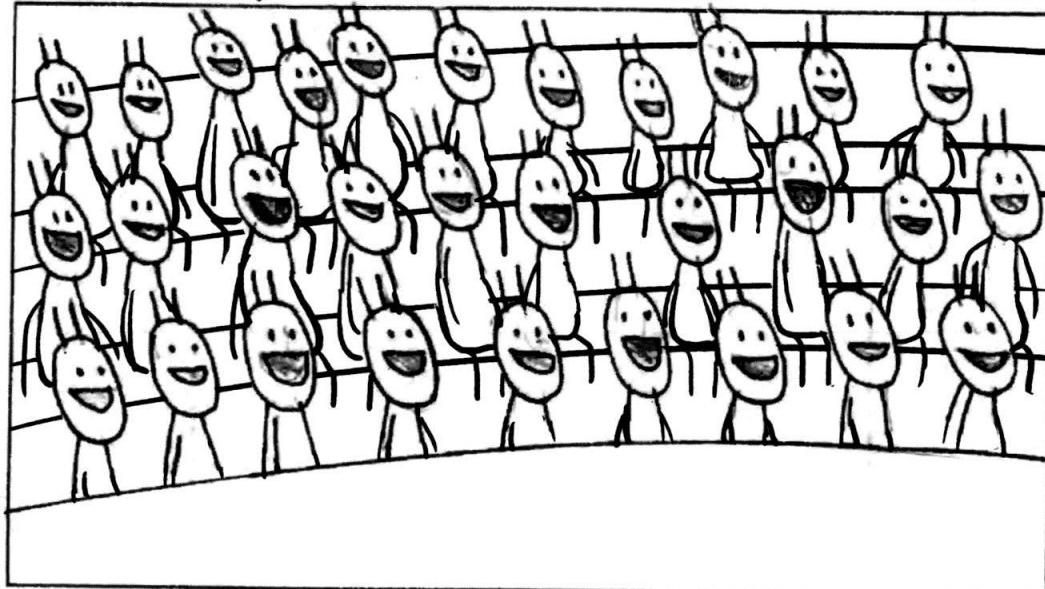
Sc. 144 cont

Pnl. B

Ba.

Page 360
360ANEXT

Cut



Dialog:

AUDIENCE: HA HA HA!

Action:

ON AUDIENCE

ON AUDIENCE, LAUGHING FINALLY!

Timing:

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Production :

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1025/162

1025/162

1025/162

1025/162

Cut
H.W.

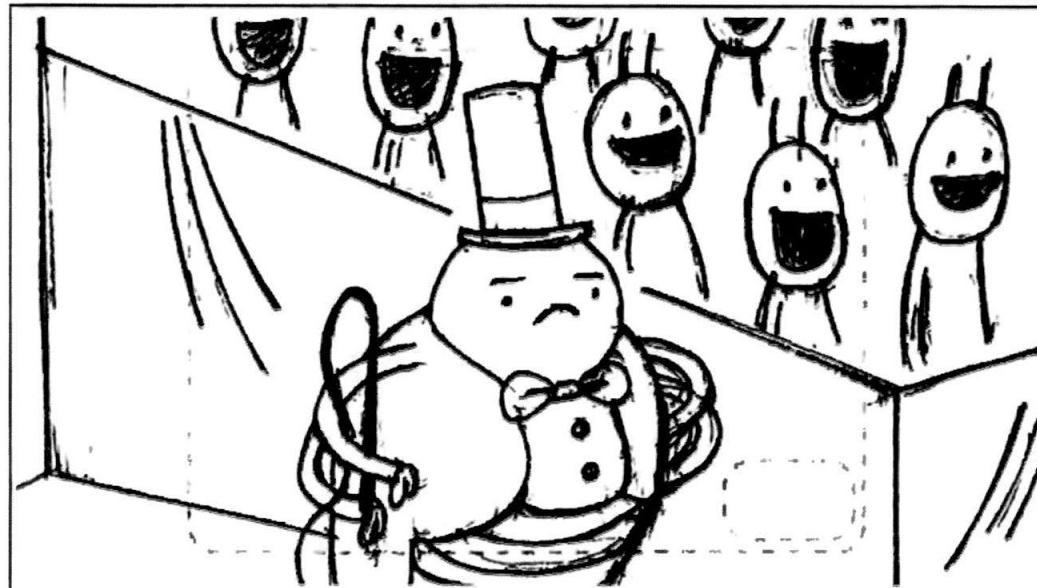
ADVENTURE TIME

Sc. 145

Pnl. A



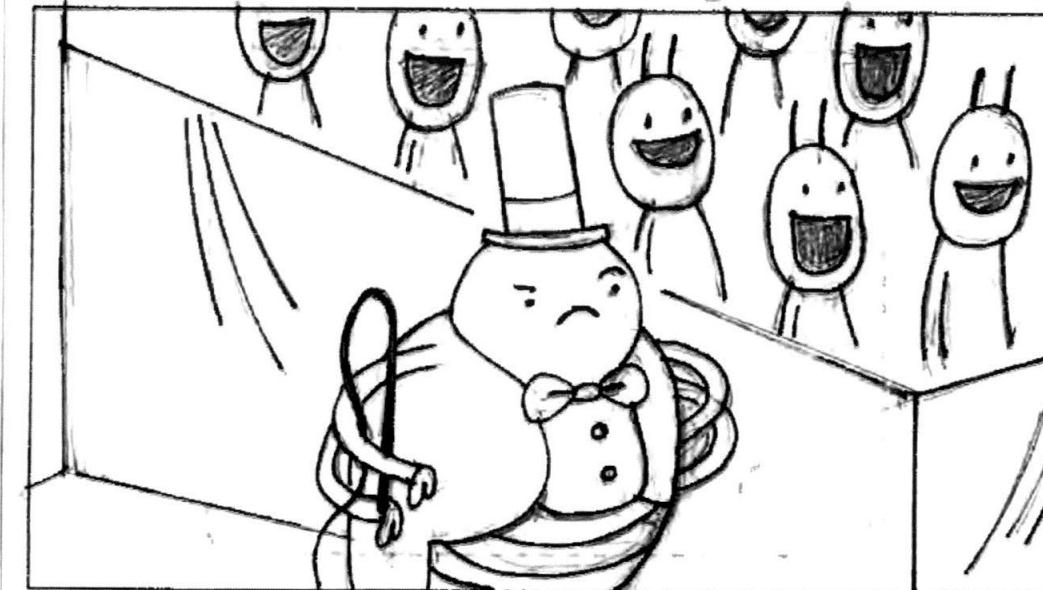
day night



Sc. 145 cont Pnl. B

Bg.

Page 360A
361NEXT
day night



Dialog: AUDIENCE: HA HA HA! (DELIGHTED.)

AUDIENCE: HA HA HA!

Action: ON AUDIENCE, LAUGHING FINALLY!

ON RINGMASTER AND AUDIENCE.
RINGMASTER LOOKS UNIMPRESSED BY B.N.

Timing:

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Sc. 145 cont

Pnl. C

Bg.

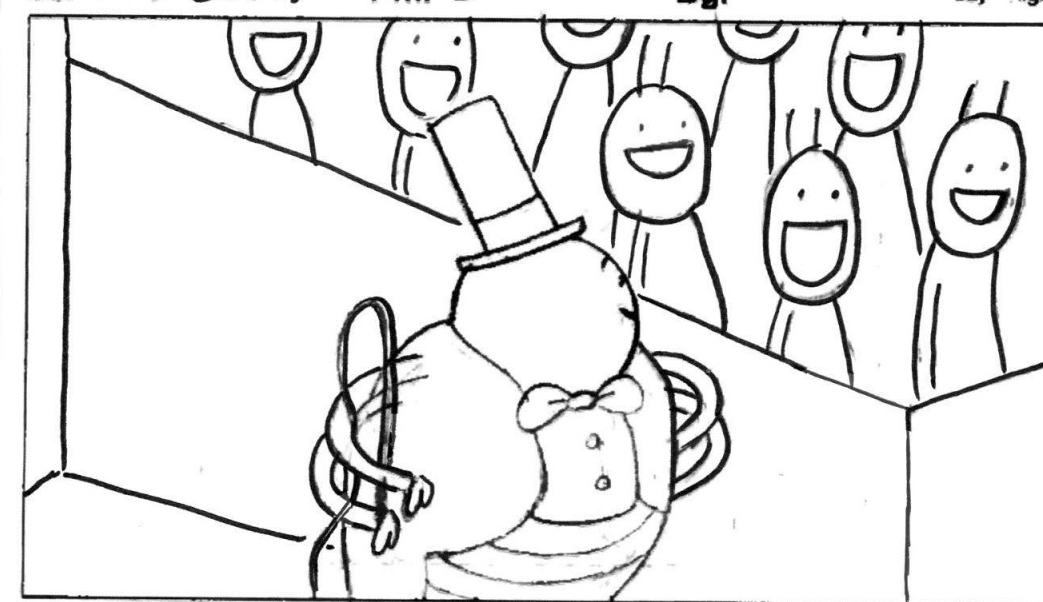
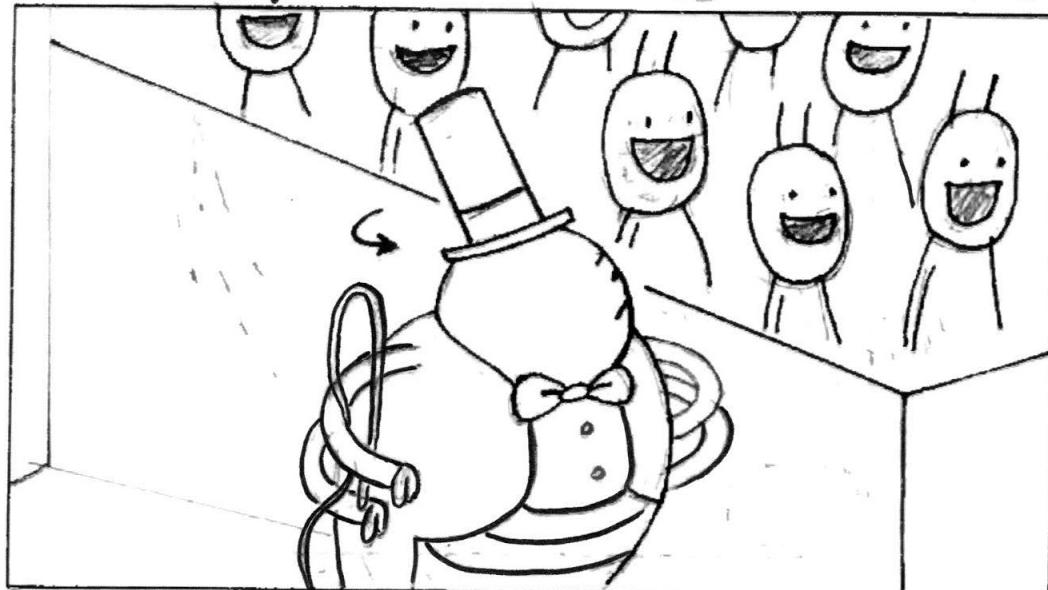
day night

Sc. 145 cont

Pnl. D

Bg.

day night



Dialog:

Action: THE RINGMASTER TURNS TO STUDY THE AUDIENCE REACTION TO B.N.

RINGMASTER IS HAPPY TO SEE THE AUDIENCE LAUGHING AT B.N.

Timing:

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ADVENTURE TIME



Cut

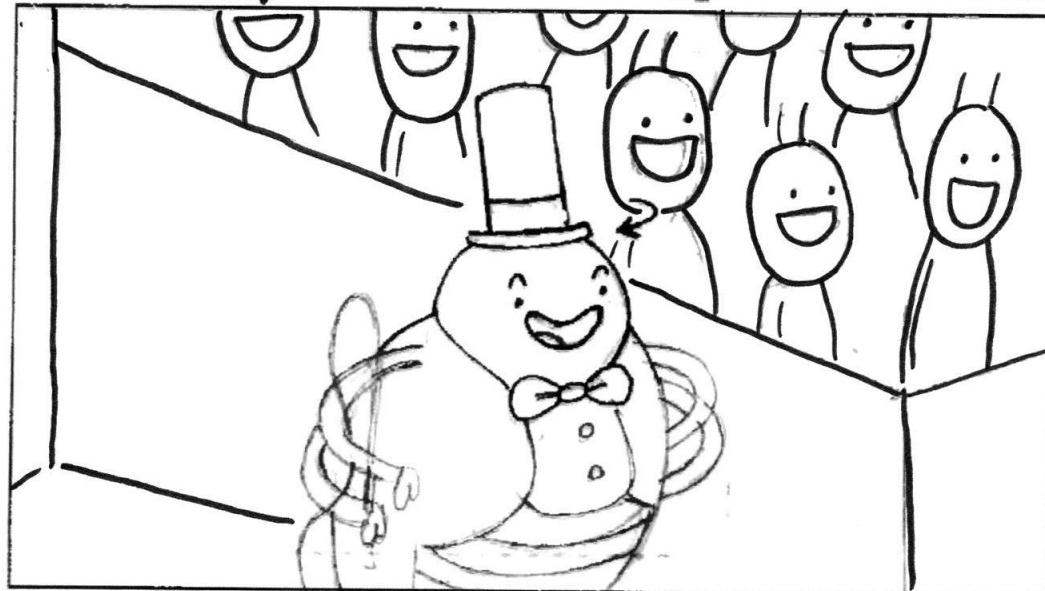
Page 362

Sc. 145 cont

Pnl. E

Bg.

day night

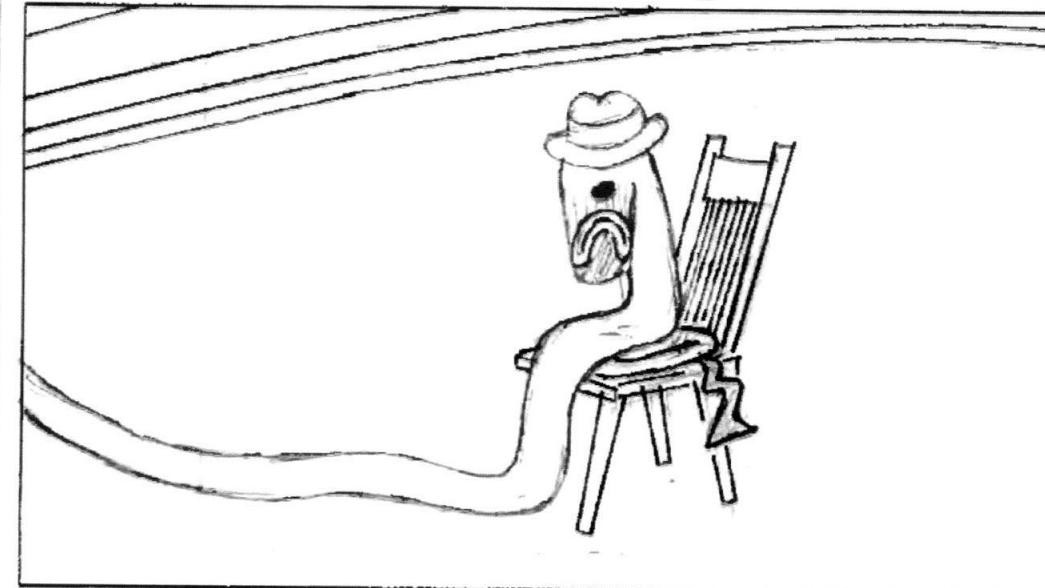


Sc. 146

Pnl. A

Bg.

day night



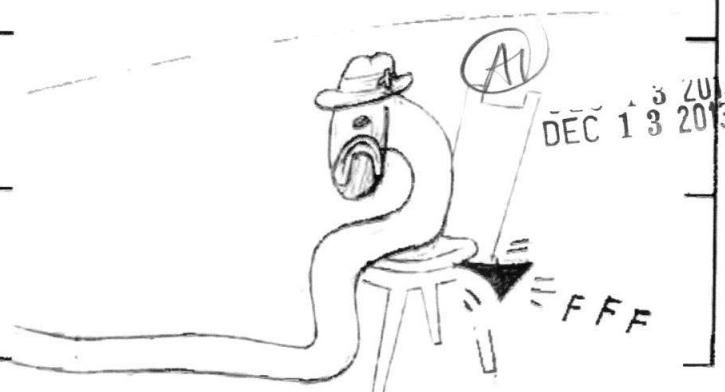
Dialog: RINGMASTER: THE OLD BLUE NOSE MAGIC.
(TO HIMSELF.)

(AUDIENCE LAUGHTER DIES DOWN
AS B.N. GOES INTO THE NEXT
BIT OF HIS ROUTINE.)

Action: RINGMASTER TURNS BACK TO
LOOK AT B.N.

BLUE NOSE IS LOOKING
DOWN AT THE
WHOOPEE CUSHION.

Timing:



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Page 363

Sc. 146 cont Pnl. B

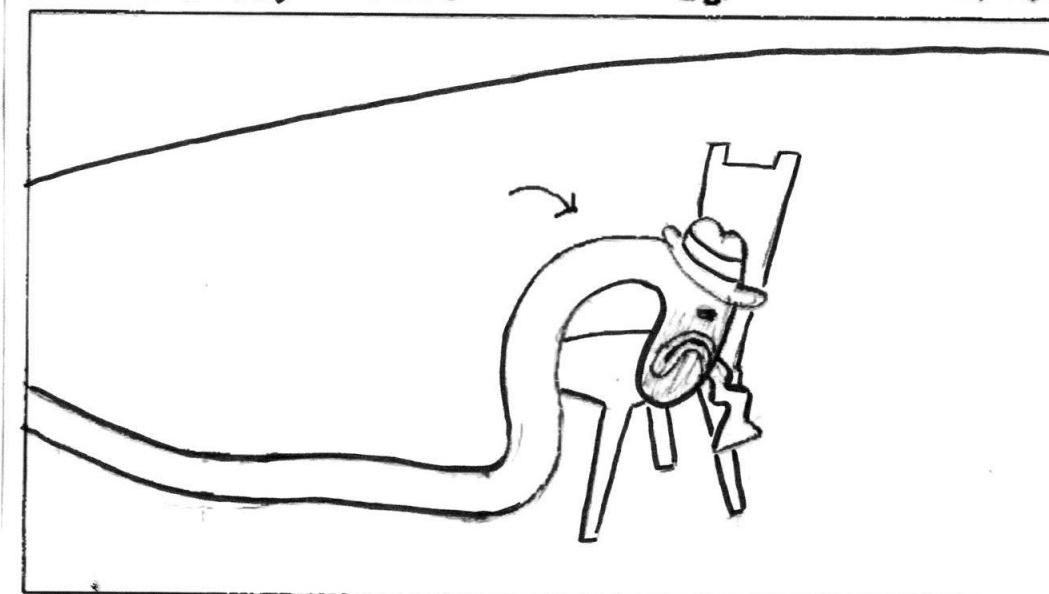
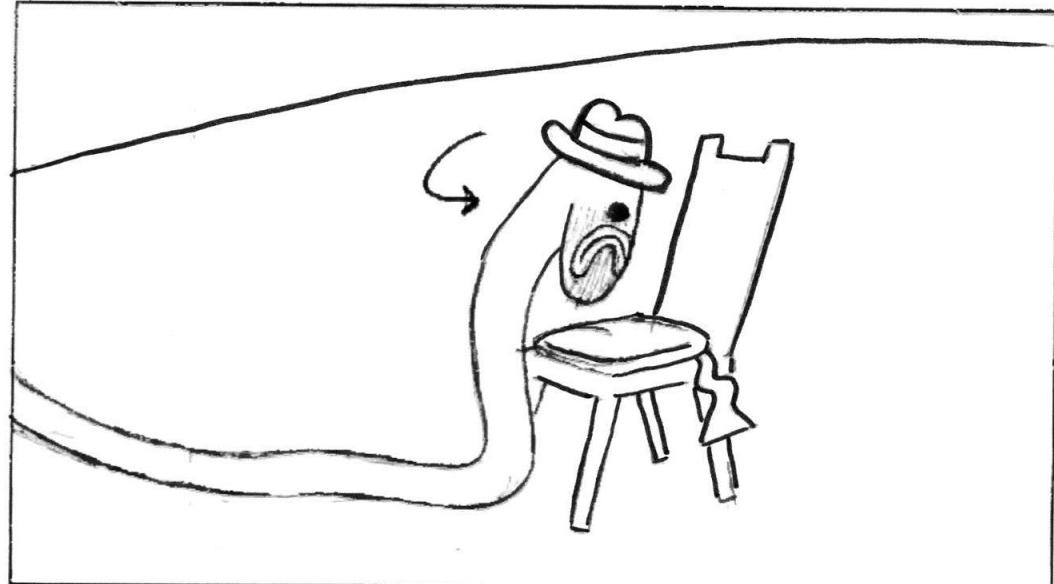
Bg.

day night

Sc. 146 cont Pnl. C

Bg.

day night



Dialog:

Action: BLUE NOSE STANDS UP.

BLUE NOSE GRABS THE
WHOOPEE CUSHION.

DEC 13 2013

Timing:

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Production :

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ADVENTURE TIME



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Sc. 146 cont Pnl. D

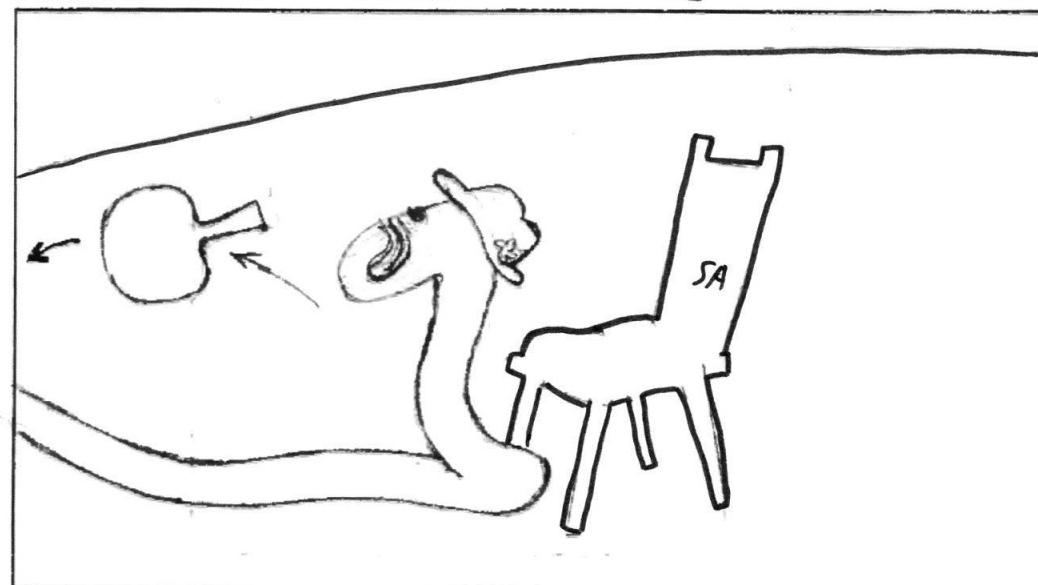
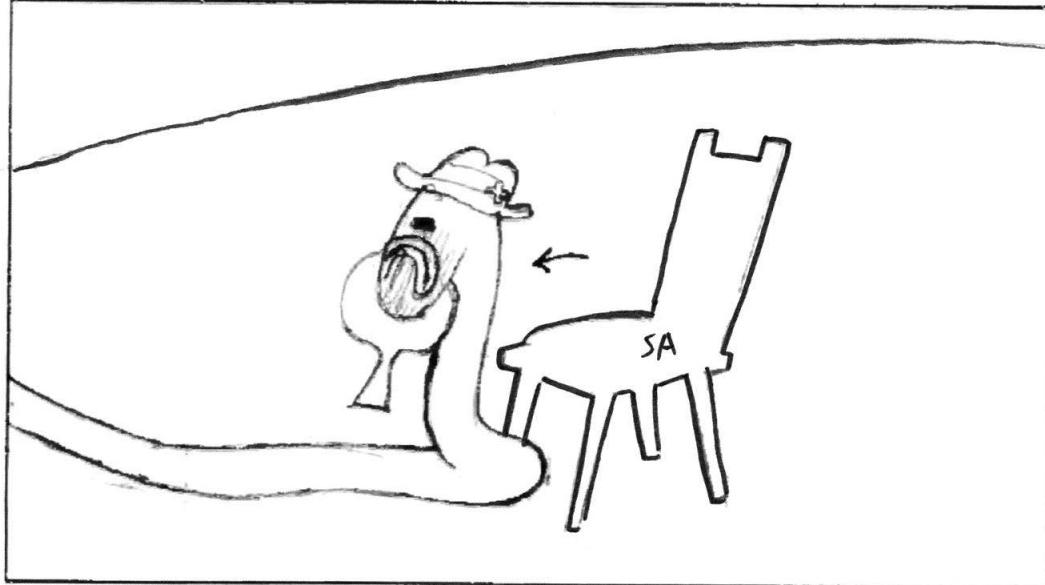
Bg.

day night

Sc. 146 cont Pnl. E

Bg.

day night



Dialog:

SFX: SLIDE-WHISTLE (FOR WHOOPEE CUSHION FLYING THROUGH AIR)

Action:

(HOLD POSE A BIT.)

BLUE NOSE TOSSES THE WHOOPEE CUSHION O.S.
(OKAY TO NOT 'ANTIC'--ACTION SHOULD JUST
LOOK LAME.)

Timing:

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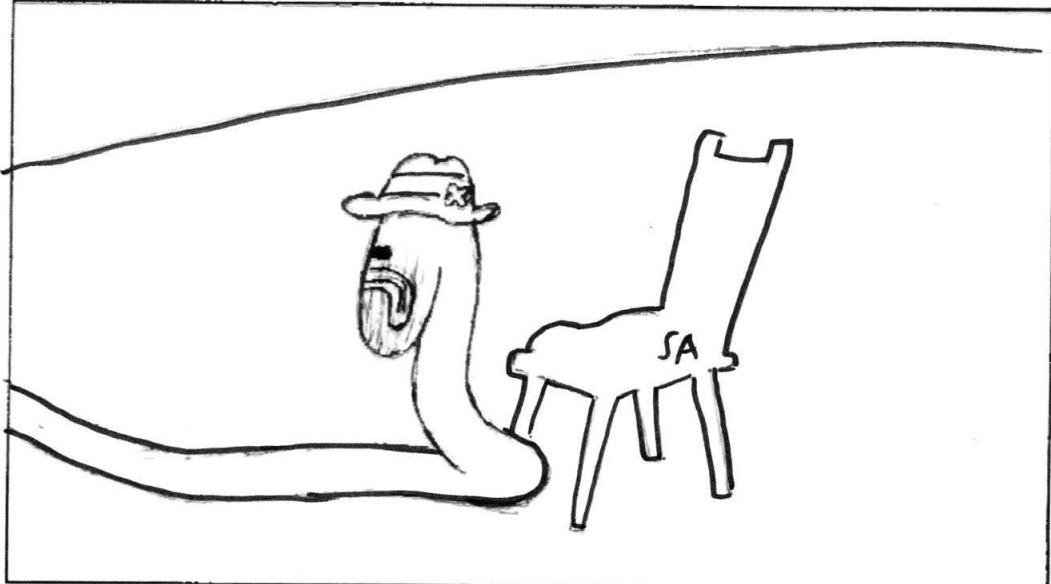


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Sc. 146 cont Pnl. F

Bg.

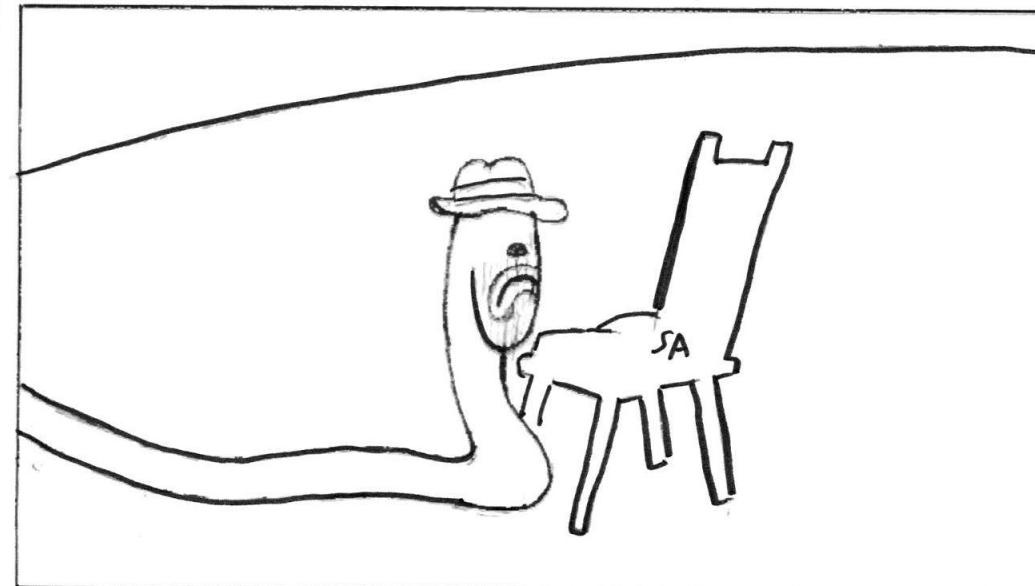
day night



Sc. 146 cont Pnl. G

Bg.

day night



1025/162

Dialog: SFX: FFF! (WHOOPEE CUSHION LANDING)

Action: SETTLE B.N.

BLUE NOSE TURNS TO CHAIR.

DEC 13 2013

Timing:

ULU - o LULU

Production :

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Sc. 146 cont Pnl. H

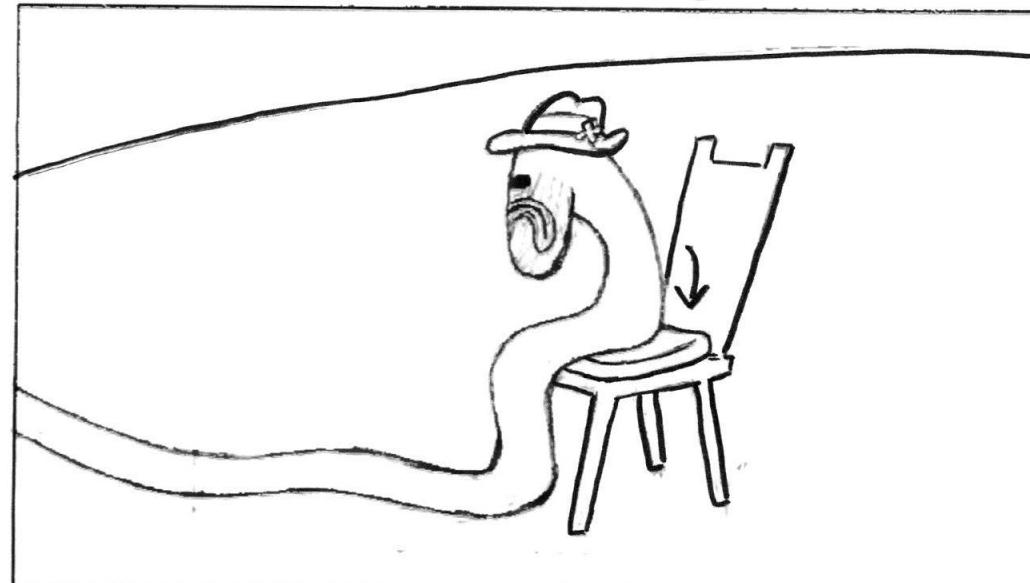
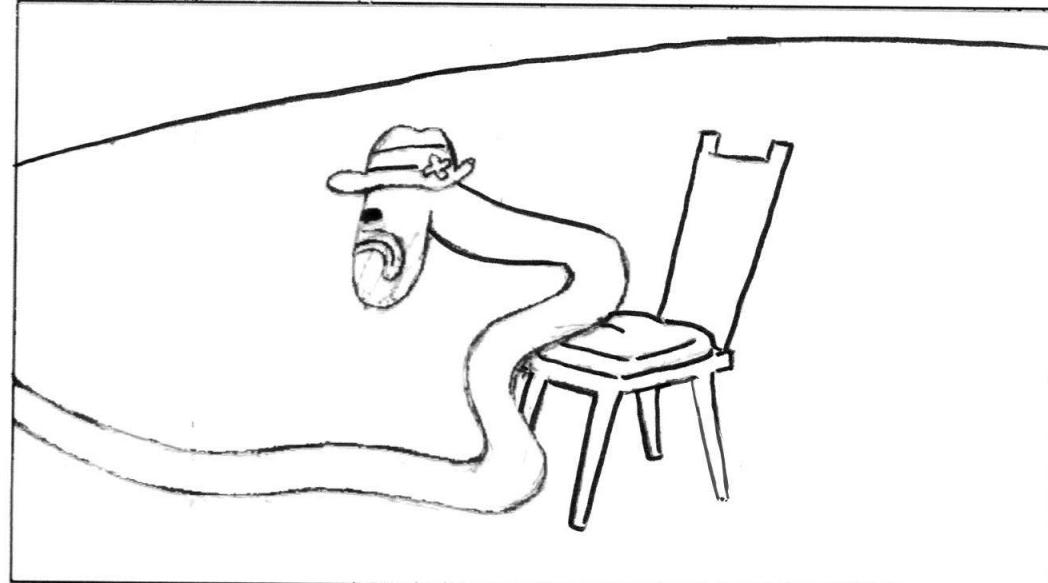
Bg.

day night

Sc. 146 cont Pnl. I

Bg.

day night



1025/162

Dialog:

Action: BLUE NOSE GOES INTO A SIT.

(SLOW SETTLE.)

DEC 13 2013

Timing:

Production:

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ADVENTURE TIME



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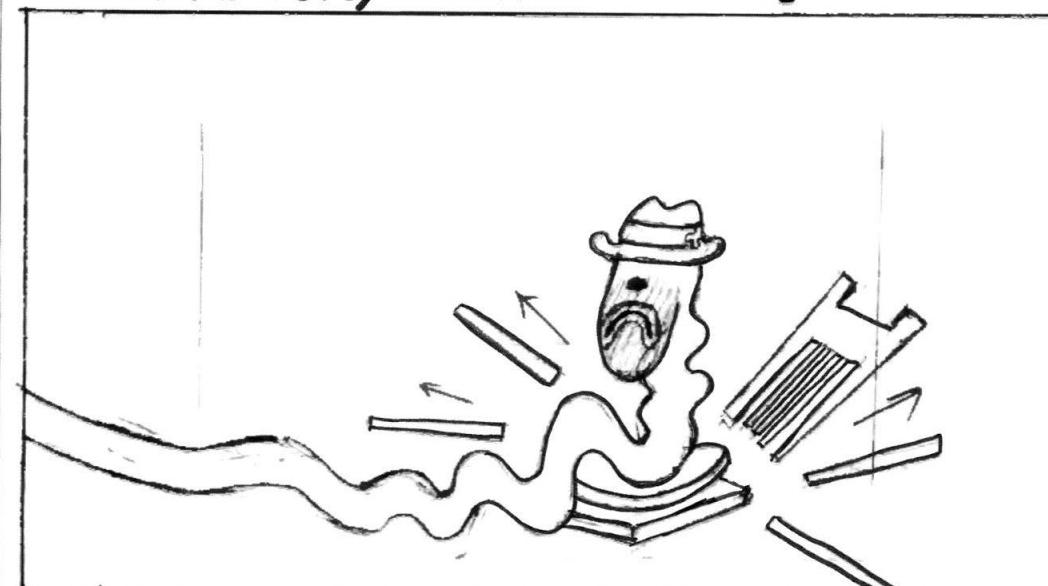
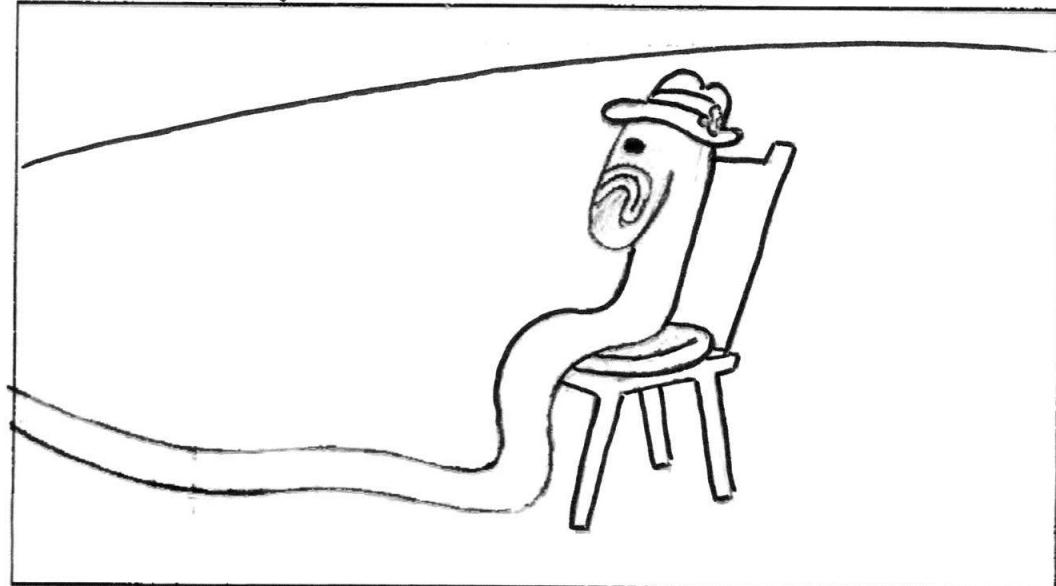
Sc. 146 cont Pnl. J

Bg.

day night

Sc. 146 cont Pnl. K

Bg.



1025 / 162

Dialog:

SFX: SMASH!

AUDIENCE: HA HA HA !

Action:
- SETTLED. NO WHOOPEE CUSHION.
- PAUSE.

CHAIR COLLAPSES SUDDENLY.

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Timing:

Production :

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ADVENTURE TIME



Ho
Cart

368

Dana

Sc. 146 cont Pnl. L

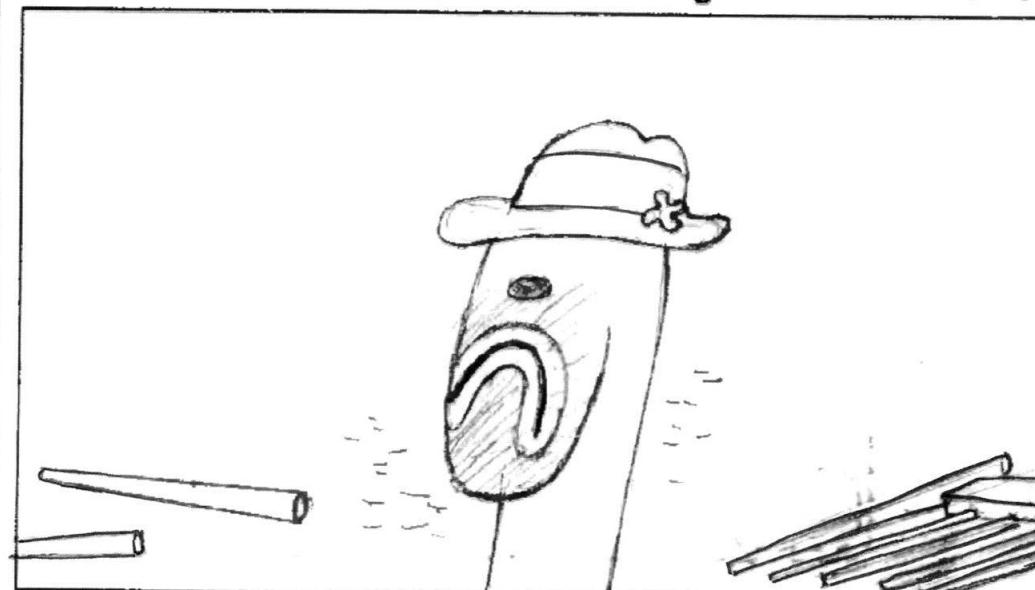
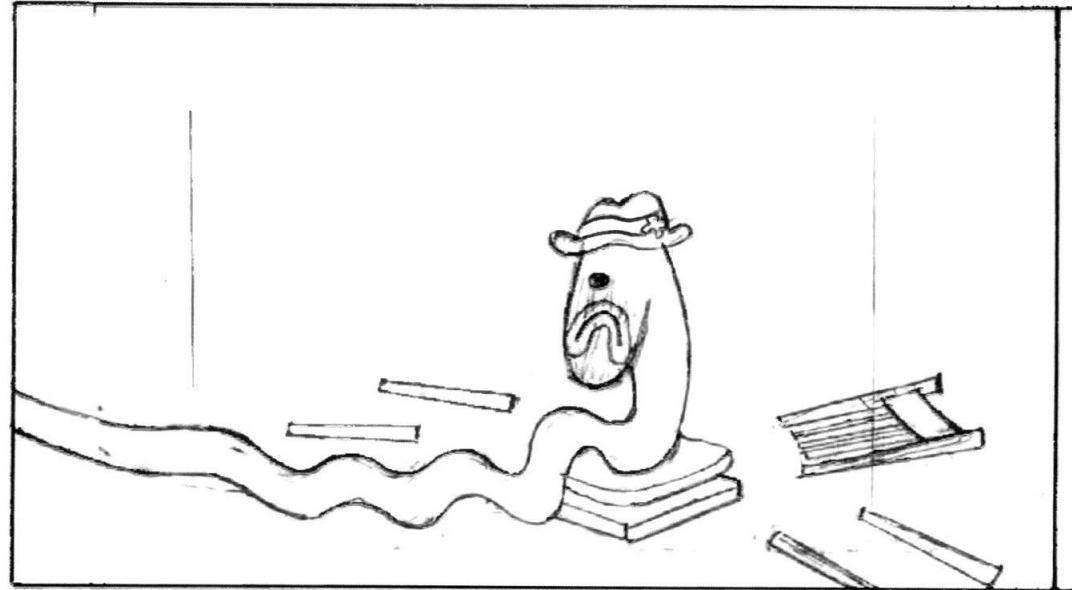
Bg.

Sc. 147

Pnl. A

Bg.

day night



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Dialog:

AUDIENCE (CONT): HA HA HA!

Action:

SETTLE BLUE NOSE.

CLOSE ON BLUE NOSE LOOKING DEJECTED.

START W. SC.146 PNLL POSE

DEC 13 2011

Timing:

Production :

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ADVENTURE TIME



Cut

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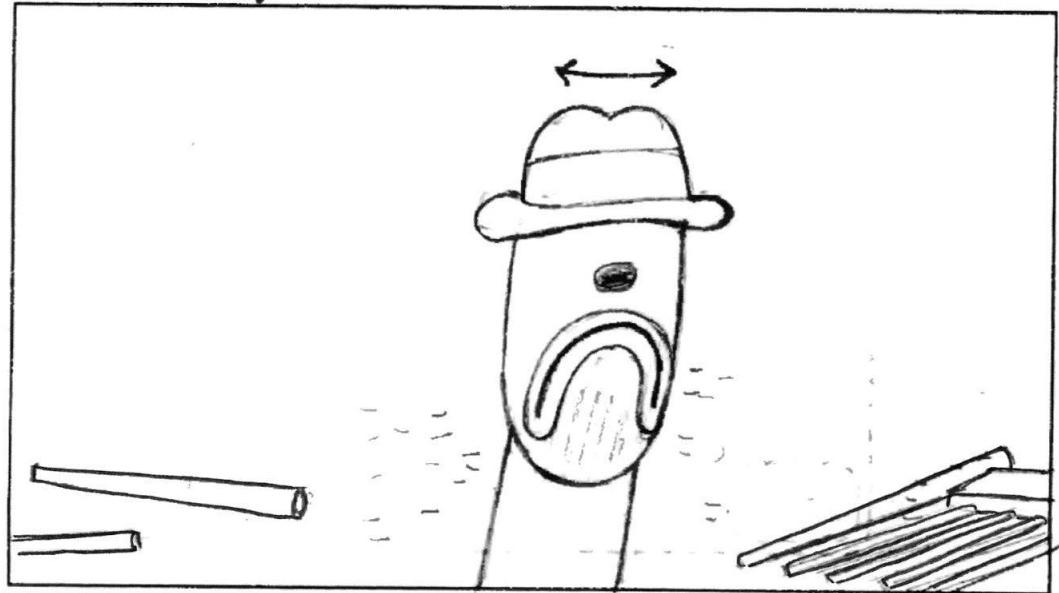
Cut

Sc. 147 cont

Pnl. B

Bg.

day night

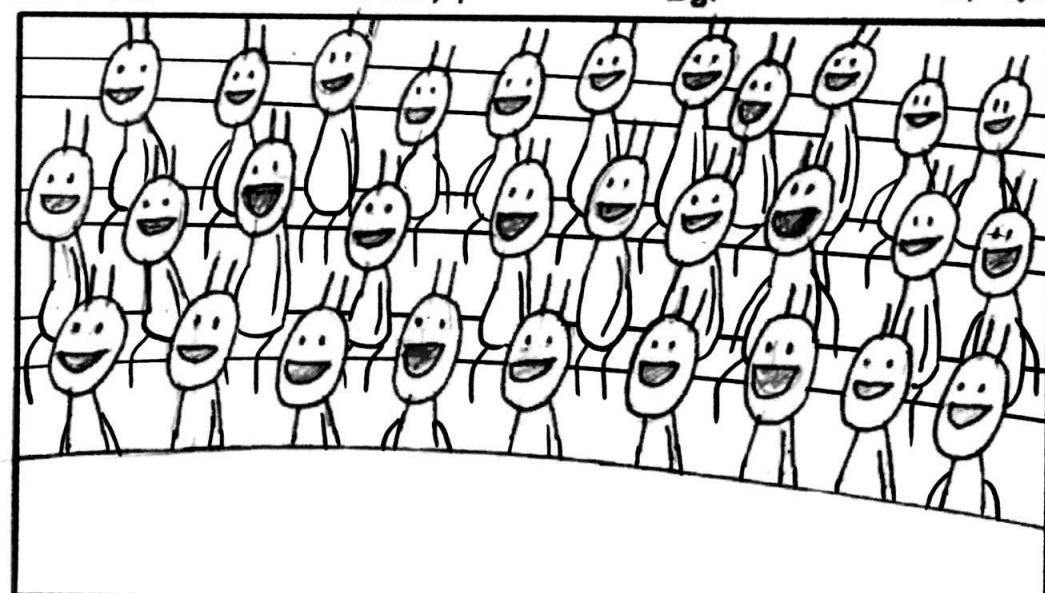


Sc. 148

Pnl. A

Bg.

day night



Dialog:

AUDIENCE: HA HA HA! (BEGINNING TO
TAPER OFF)

Action: BLUE NOSE SHAKES HEAD SADLY, LIKE THERE'S
NO HOPE. CYCLE A/B.

ON AUDIENCE LAUGHING HAPPILY.

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Timing:

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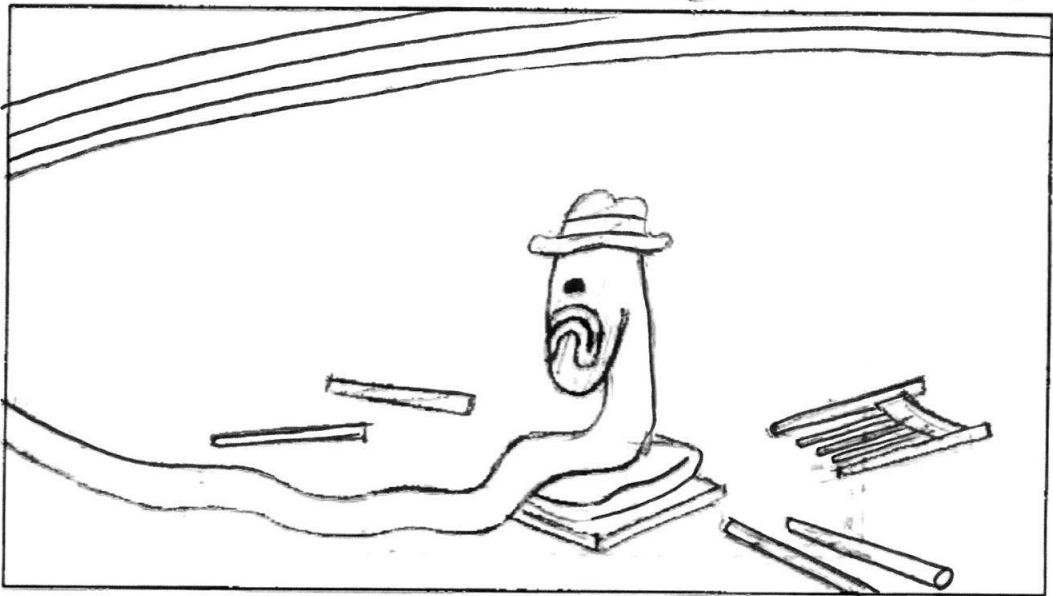
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Sc. 149

Pnl. A

Bg.

day night



Dialog:

Action: ON BLUE NOSE (S/A SC.146 PNL.L)

B.N. TURNS

DEC 13 2012

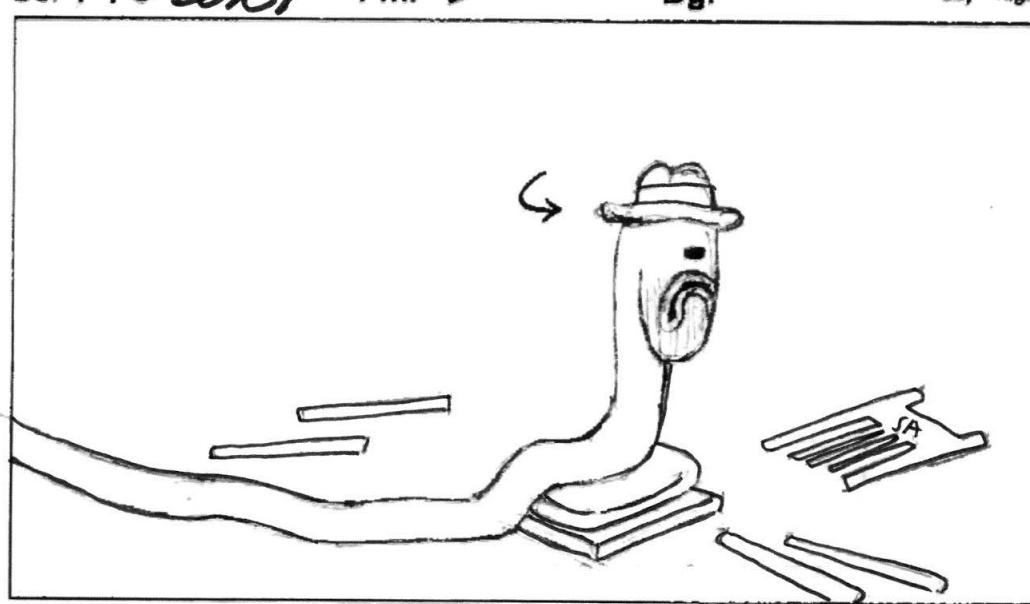
Timing:

Sc. 149 cont

Pnl. B

Bg.

day night



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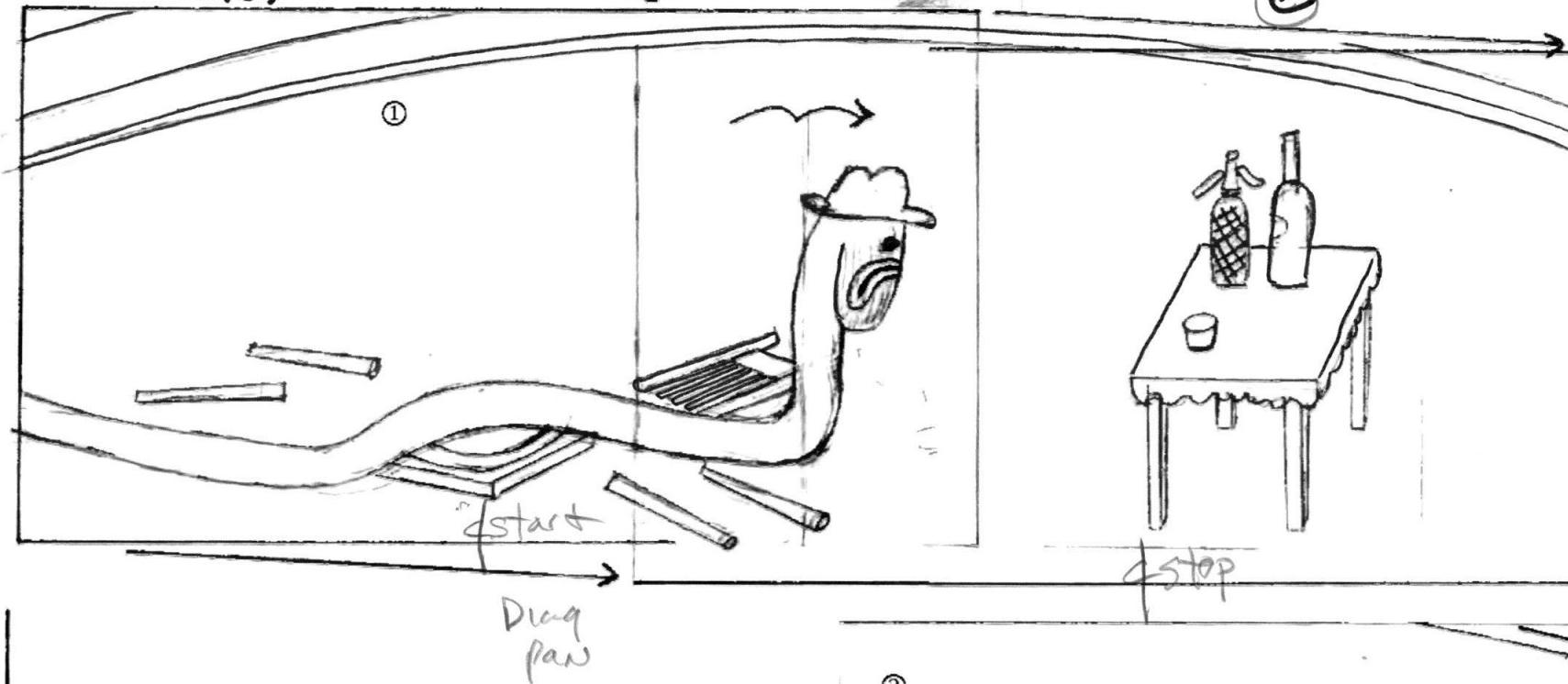
Sc. 149 cont

Bg.



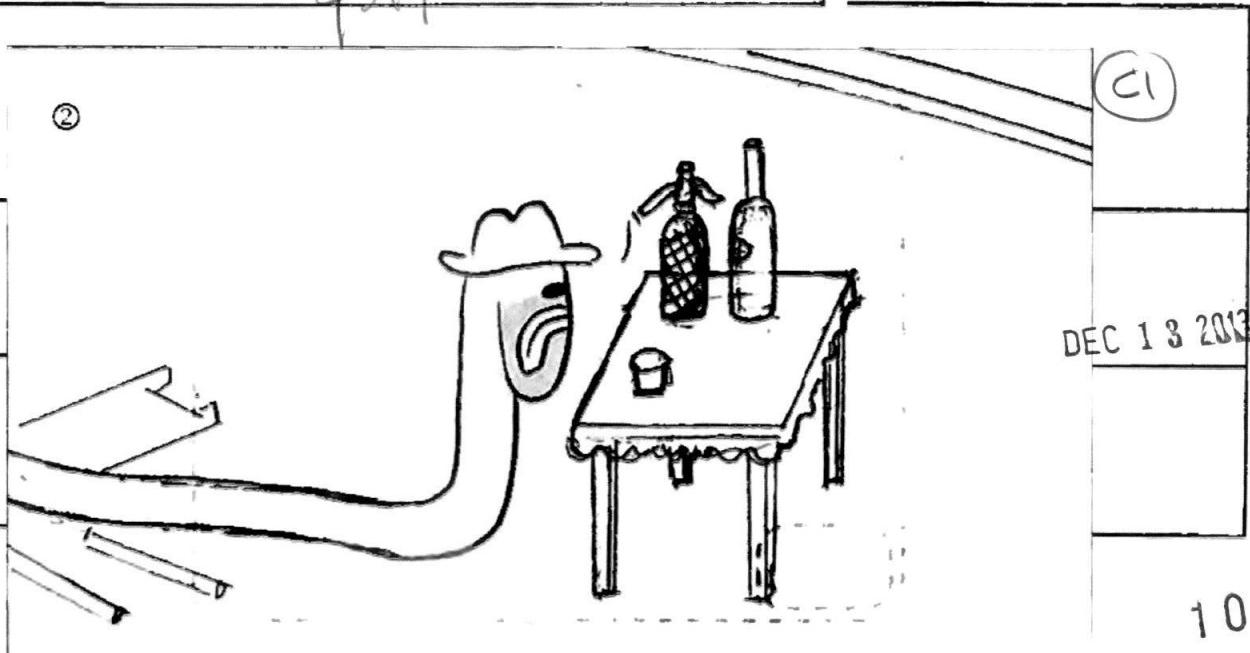
day night

Page 371



Action:
- B.N. WALKS TO TABLE
- PAN W. ACTION

Timing:



1025/162

1025/162

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1025-162

EPISODE #

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Production

ADVENTURE TIME



Page 372

Sc. 149 cont Pnl. D

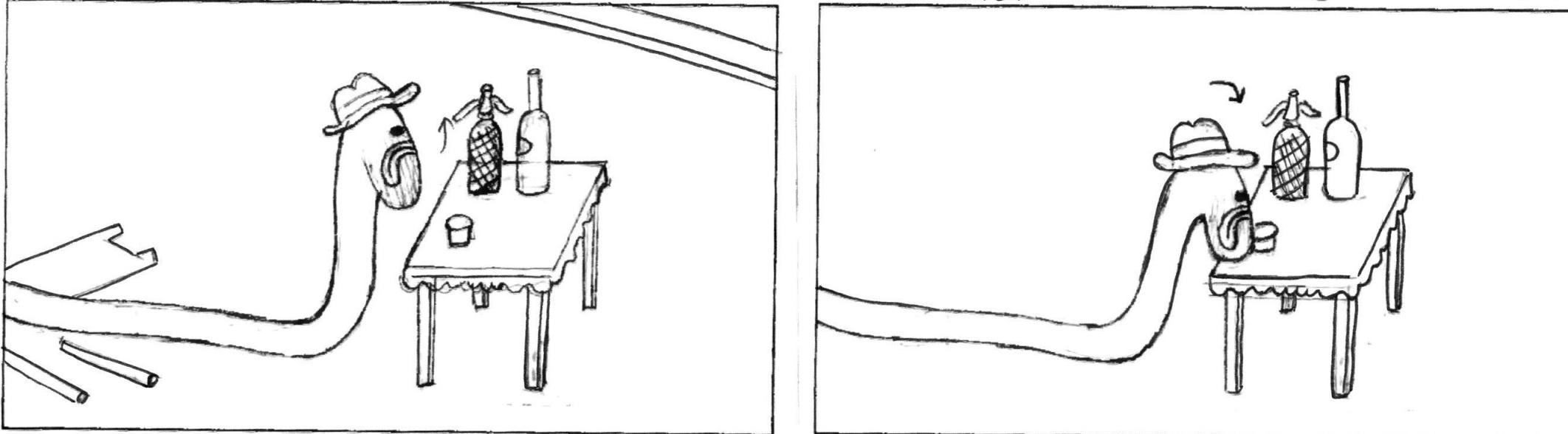
Bg.

day night

Sc. 149 cont Pnl. E

Bg.

day night



1025 / 162

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Dialog:

Action:

ANTIC. GRAB DRINKING GLASS.

B.N. GRABS DRINKING GLASS

DEC 13 2013

Timing:

Production :

1025-162

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ADVENTURE TIME



H/H Cut

Page 373

Sc. 149 cont Pnl. G

Bg.

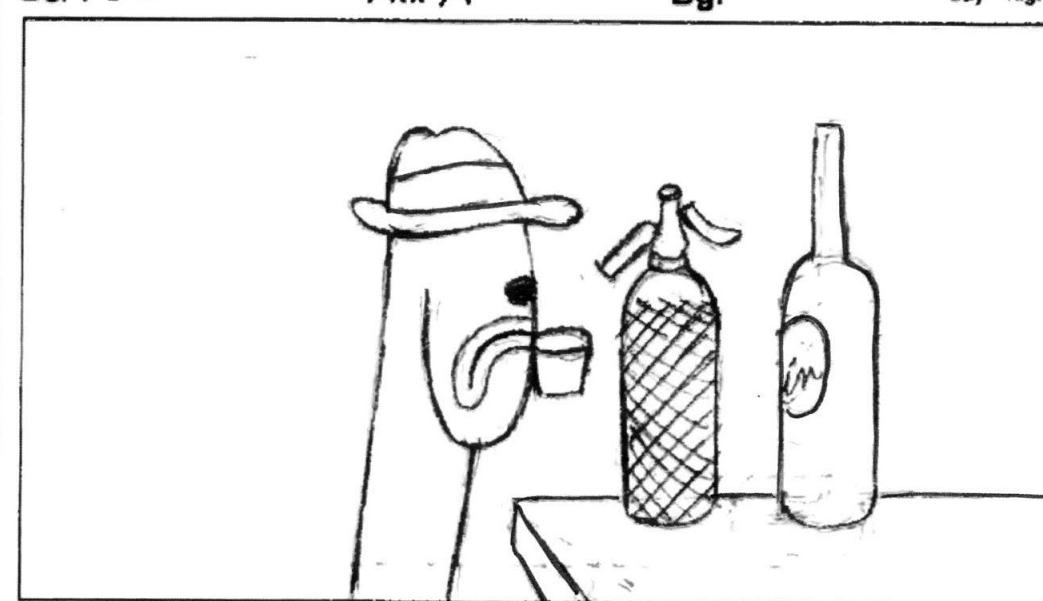
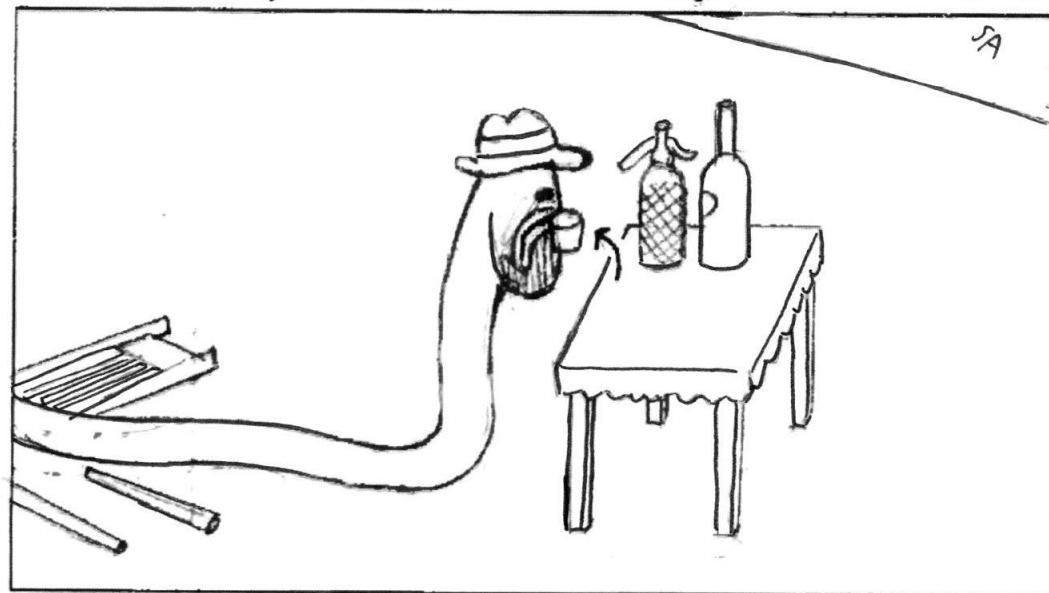
day night

Sc. 150

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:



(A1)

CLOSE-ON
BLUE NOSE WITH
DRINKING GLASS.

DEC 13 2013

Production :

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ADVENTURE TIME



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Page

Sc. 150 cont Pnl. B

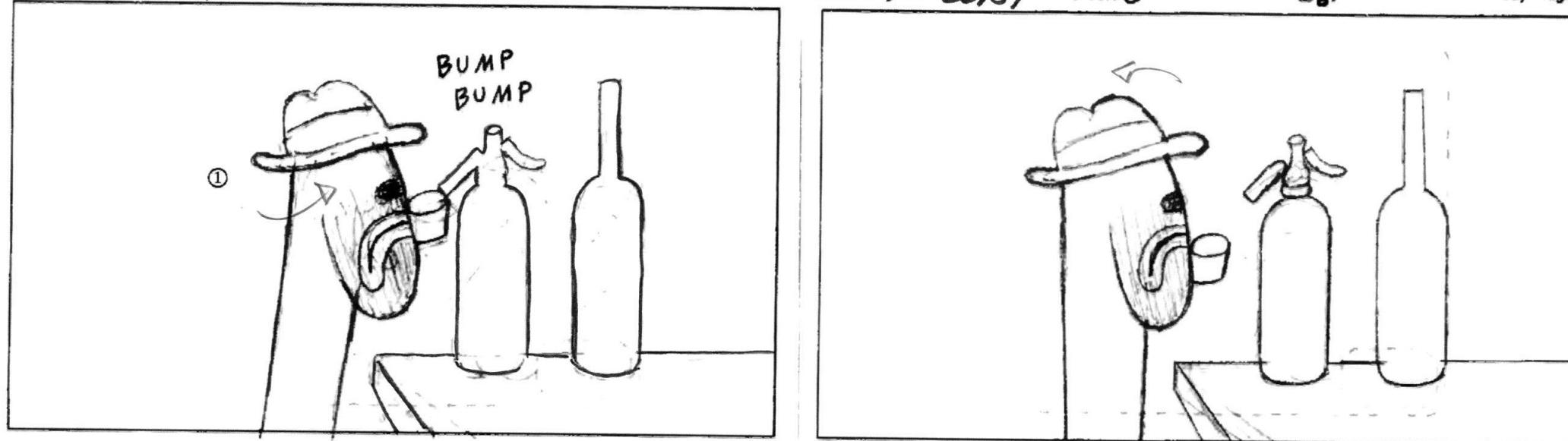
Bg.

day night

Sc. 150 cont Pnl.C

Bg.

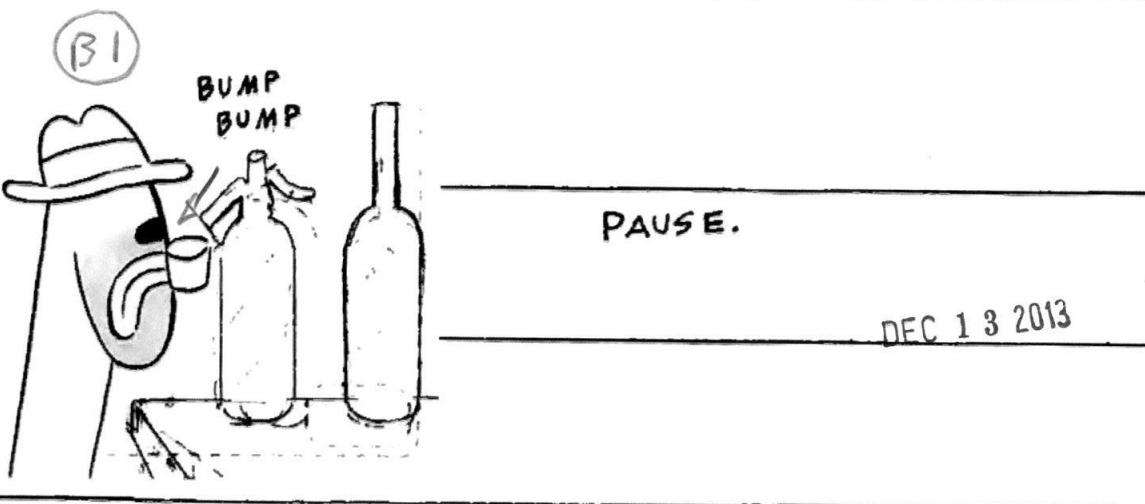
day night



Dialog: SFX: CLINK CLINK

Action: BLUE NOSE BUMPS THE GLASS AGAINST THE SELTZER BOTTLE, HOPING TO GET SOME SELTZER.

Timing:



EPISODE #

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Production :

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ADVENTURE TIME



Page 375

Sc. 150 cont Pnl. D

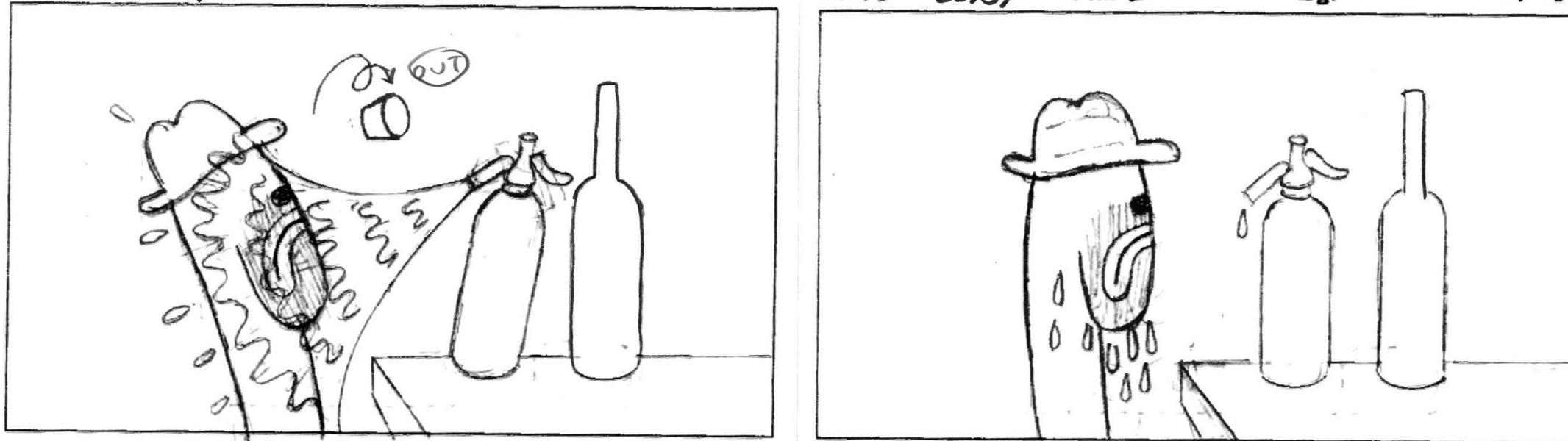
Bg.

day night

Sc. 150 cont Pnl. E

Bg.

day night



Dialog:

SFX: SHSHSH!!!

Action: SUDDENLY THE SELTZER BOTTLE SPRAYS BLUE NOSE.

BLUE NOSE LOOKS AT THE SELTZER BOTTLE WITH DISAPPOINTMENT.

DEC 13 2013

Timing:

EPISODE #

1025-162

1025/162

Production :

1025/162

ADVENTURE TIME



Page 376

Sc. 150 cont Pnl. F

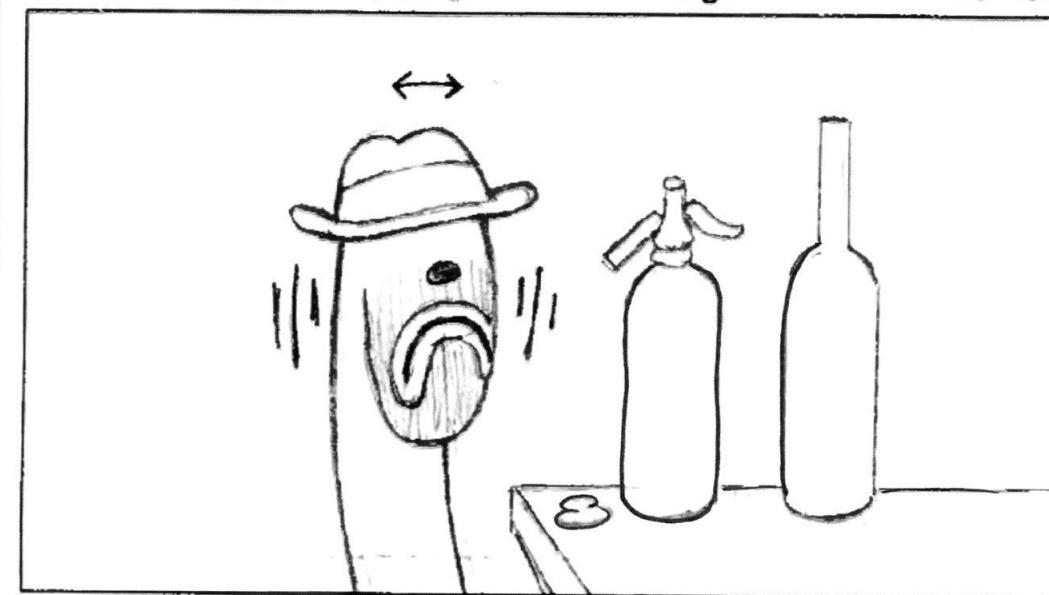
Bg.

day night

Sc. 150 cont Pnl. G

Bg.

day night



1025/162

Dialog:

Action: SHIFT BLUE NOSE INTO AN ANGRY LOOK AT THE SELTZER BOTTLE.

BLUE NOSE SHAKES WITH ANGER
(NOT A HEAD SHAKE, BUT, STAGGERED
ANGRY DRAWINGS).

DEC 13 2013

Timing:

EPISODE #

1025-162

Production :

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1025/162

ADVENTURE TIME



HV
Cut

Page 377

Sc. 150 CONT Pnl. H

Bg.

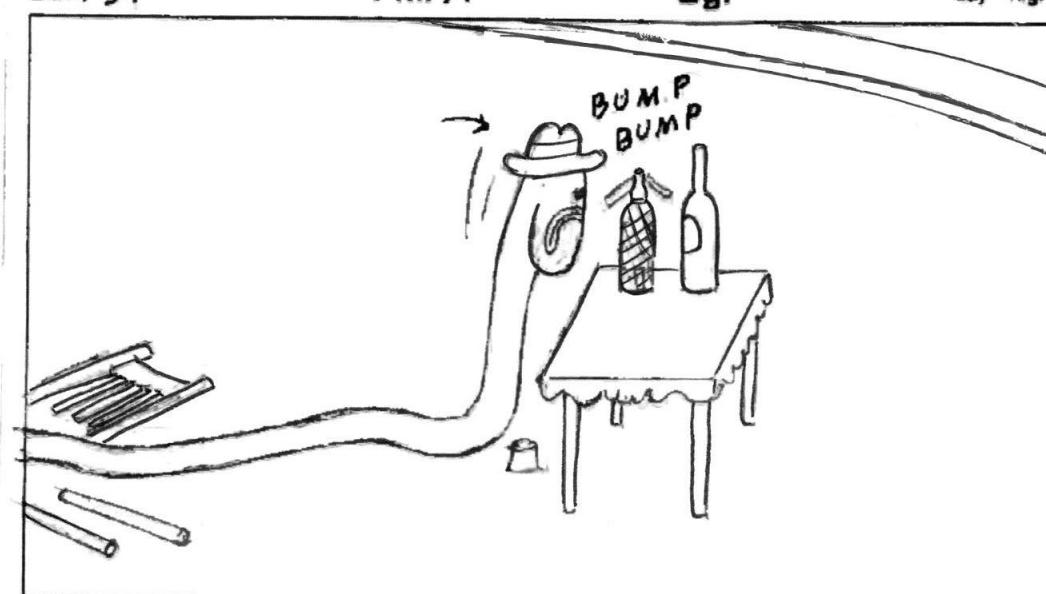
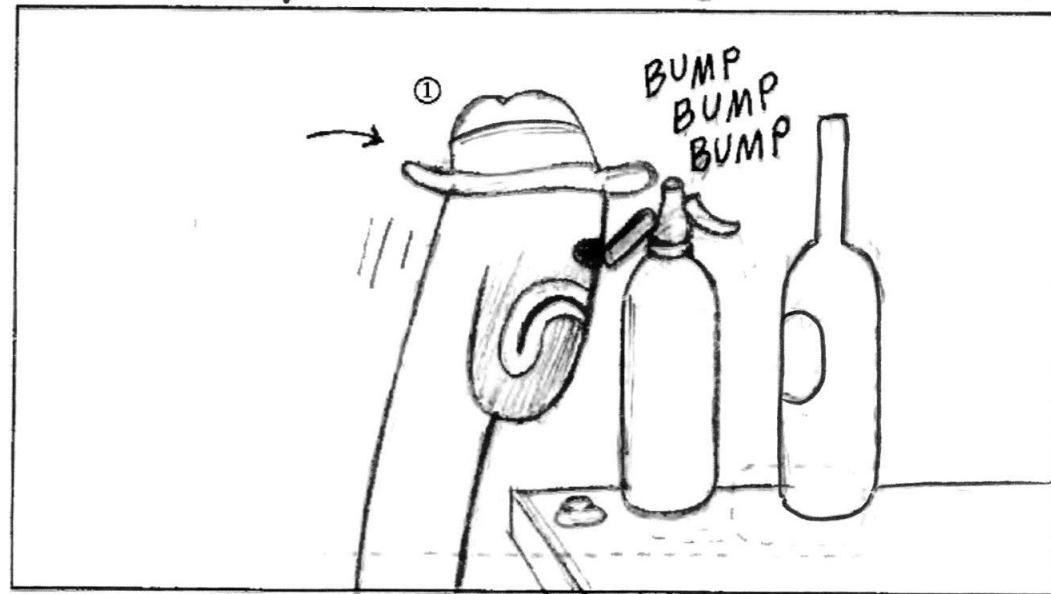
day night

Sc. 151

Pnl. A

Bg.

day night



1025-162

EPISODE #

Production:

Dialog: SFX: BUMP BUMP BUMP

Action:
BLUE NOSE BUMPS THE SELTZER BOTTLE ANGRILY.

Timing:



SFX: BUMP BUMP

DEC 13 2012
CUT BACK TO A WIDE SHOT OF BLUE NOSE BUMPING THE SELTZER BOTTLE.



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1025/162

ADVENTURE TIME



Page 378

Sc. 151 cont Pnl. B

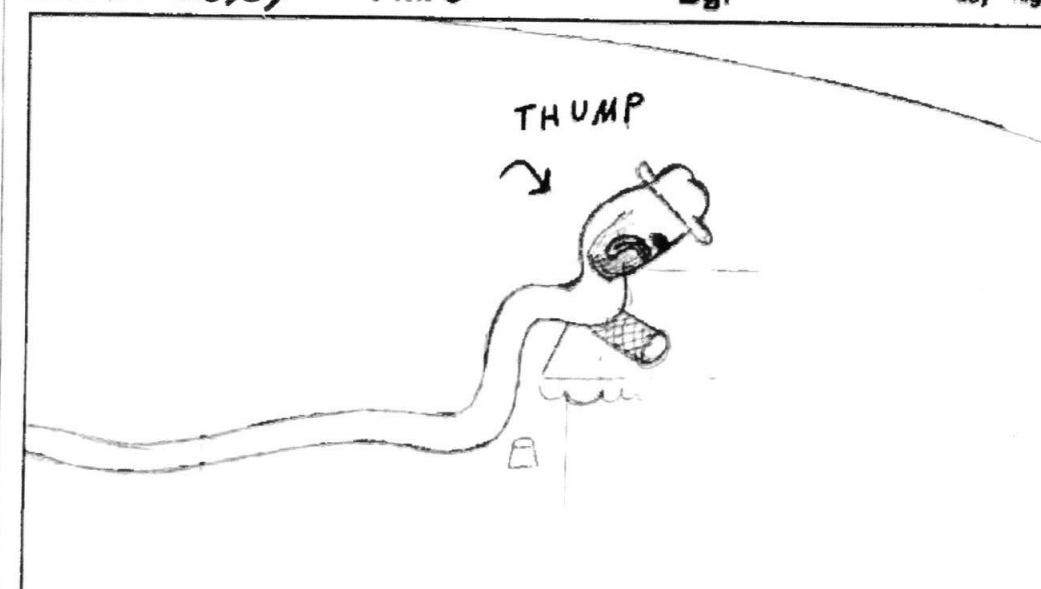
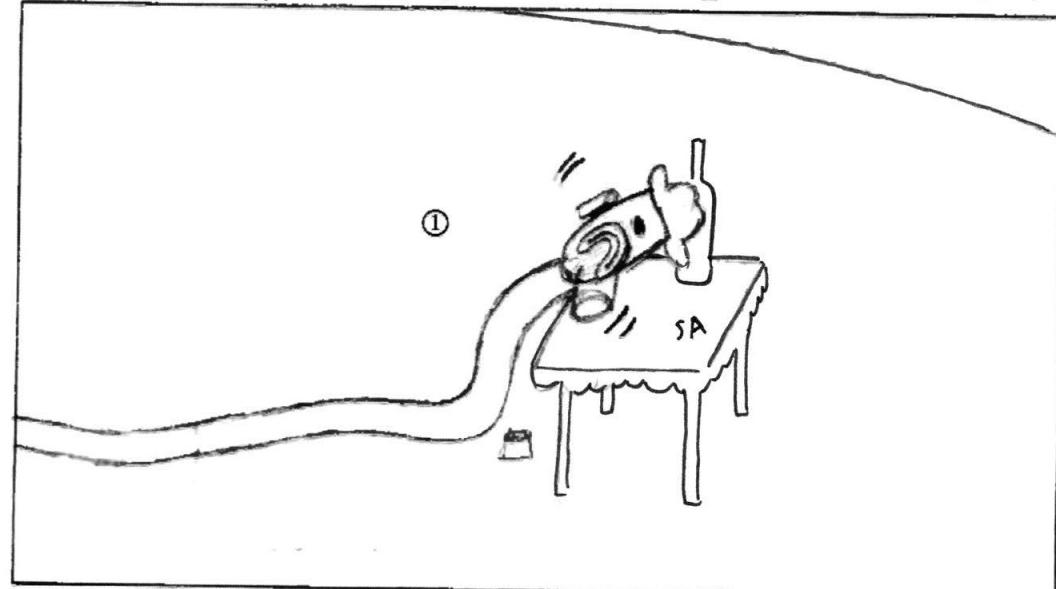
Bg.

day night

Sc. 151 cont Pnl. C

Bg.

day night



1025/162

Dialog: SFX: CLUNKY CLUNK

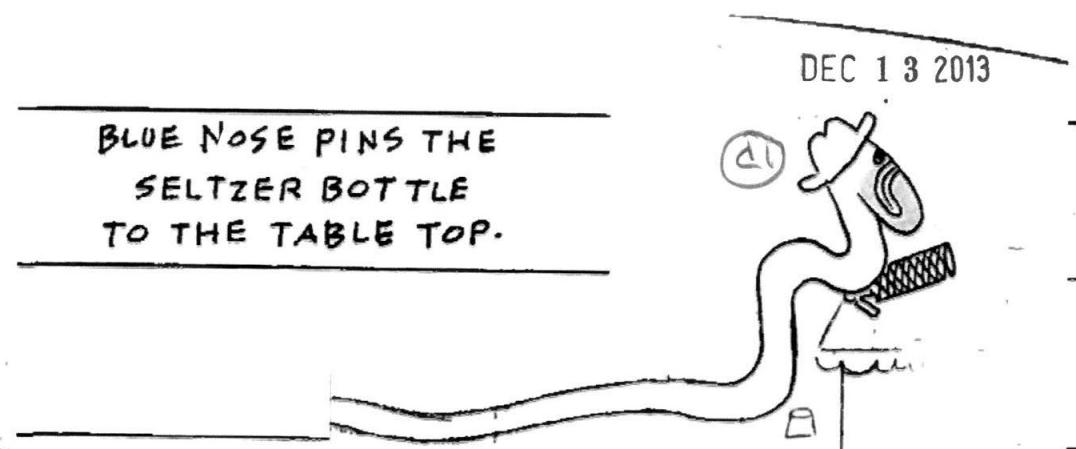
Action: BLUE NOSE WRESTLES THE SELTZER BOTTLE.

Timing:



SFX: THUMP

BLUE NOSE PINS THE SELTZER BOTTLE TO THE TABLE TOP.



Production:

1025-162

1025/162

ADVENTURE TIME



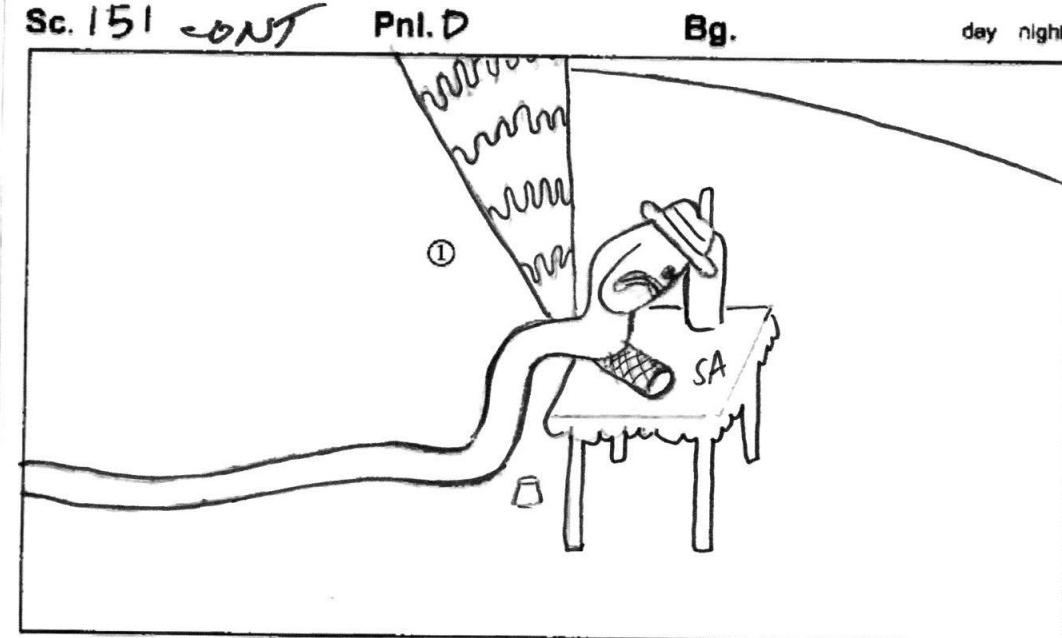
Page 379

Sc. 151 cont

Pnl.D

Bg.

day night

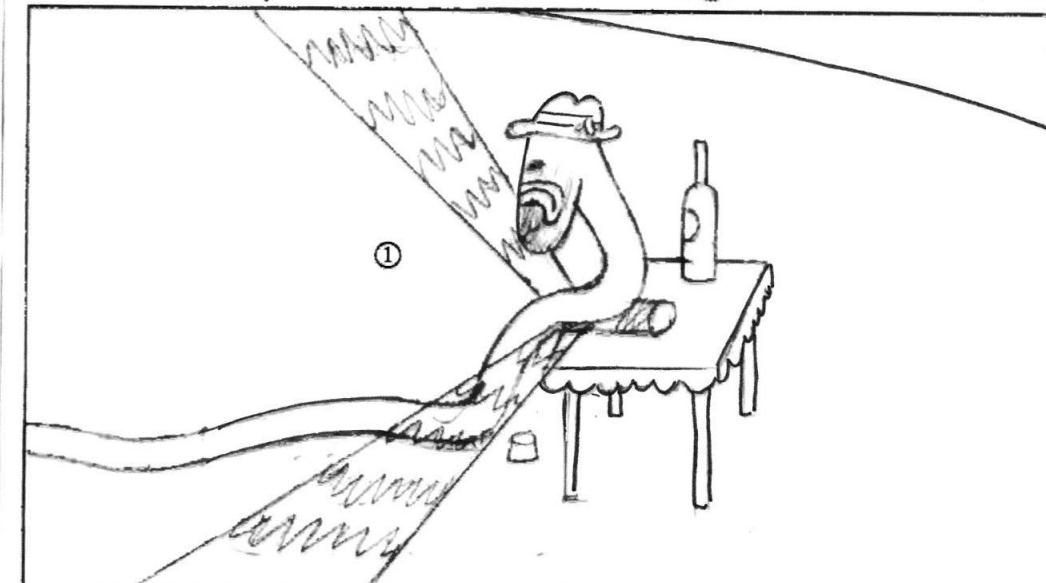


Sc. 151 cont

Pnl.E

Bg.

day night



1025/162

Dialog:

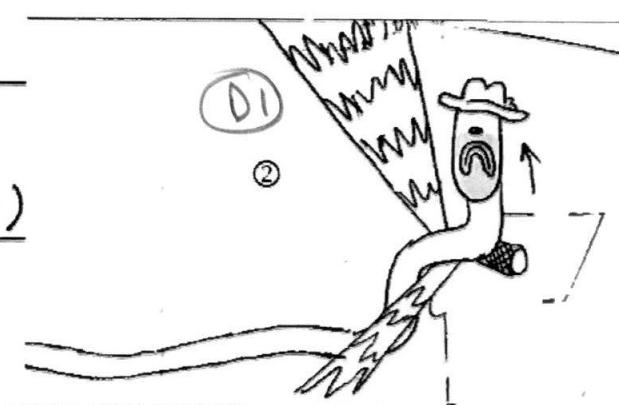
SFX: SHSHSH !!!

AUDIENCE: HA HA HA! ...

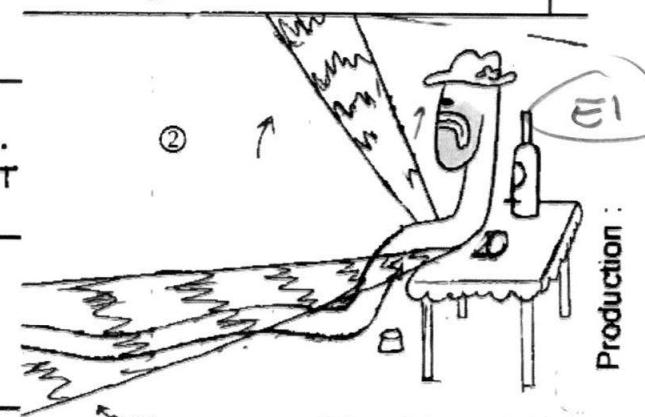
DEC 18 2013

Action: THE SELTZER
BOTTLE SPRAYS A
BIG SPRAY. (SUDENLY.)

Timing:



...
BLUE NOSE SITS ON
THE SELTZER BOTTLE.
(HE'S TRYING TO GET IT
— TO STOP SPRAYING.)—



Production:

1025/162

1025-162

EPISODE #

1025/162

1025/162

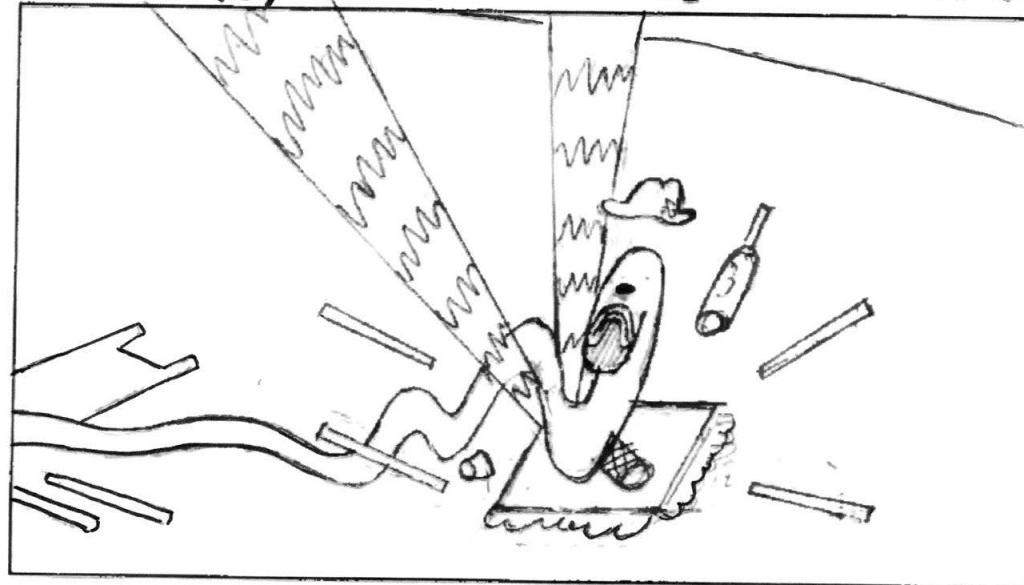
ADVENTURE TIME



Sc. 151 cont Pnl. F

Bg.

day night



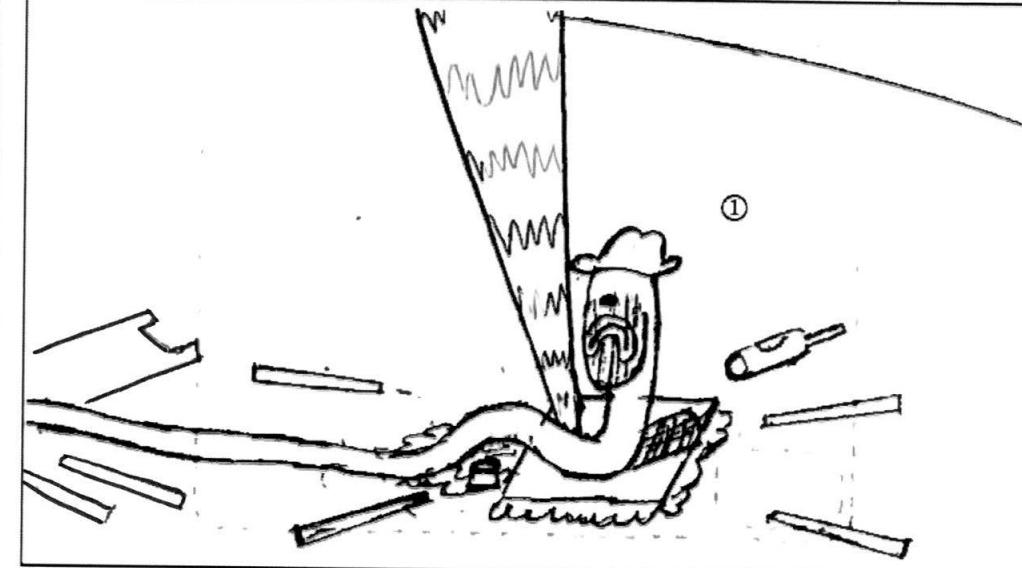
Sc. 151 cont Pnl. G

Bg.

Page 380

day night

380A NEXT



Dialog:

SFX: WHOOMP!

CONT AUDIENCE: HA HA HA . . .

Action:

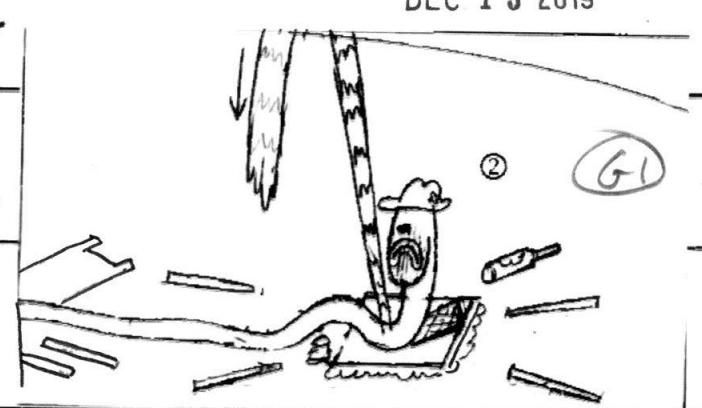
SUDDENLY THE TABLE COLLAPSES.

SFX: PSSS

NOW THE SELTZER
SPRAY DWINDLES
TO A SMALLER SPRAY.

Timing:

DEC 13 2013



Production :

1025-162

1025/162

ADVENTURE TIME



Sc. 151 cont Pnl. H

Bg.

day night

Sc. 151 cont

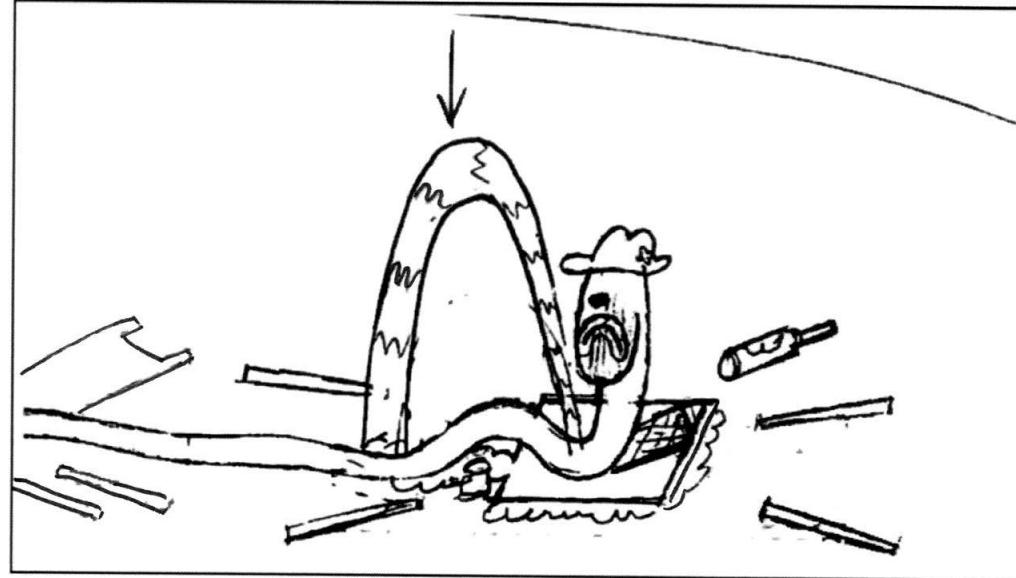
Pnl. I

Bg.

380A
Page
day night
381NEXT

1025-162

EPISODE #



Dialog:

SFX: WHOOMP!

CONT AUDIENCE: HA HA HA . . .

Action:

SFX: PSSS

. . .

NOW THE SELTZER SPRAY DWINDLES
TO A SMALLER SPRAY.

DEC 13 2013

Timing:

Production :

1025/162

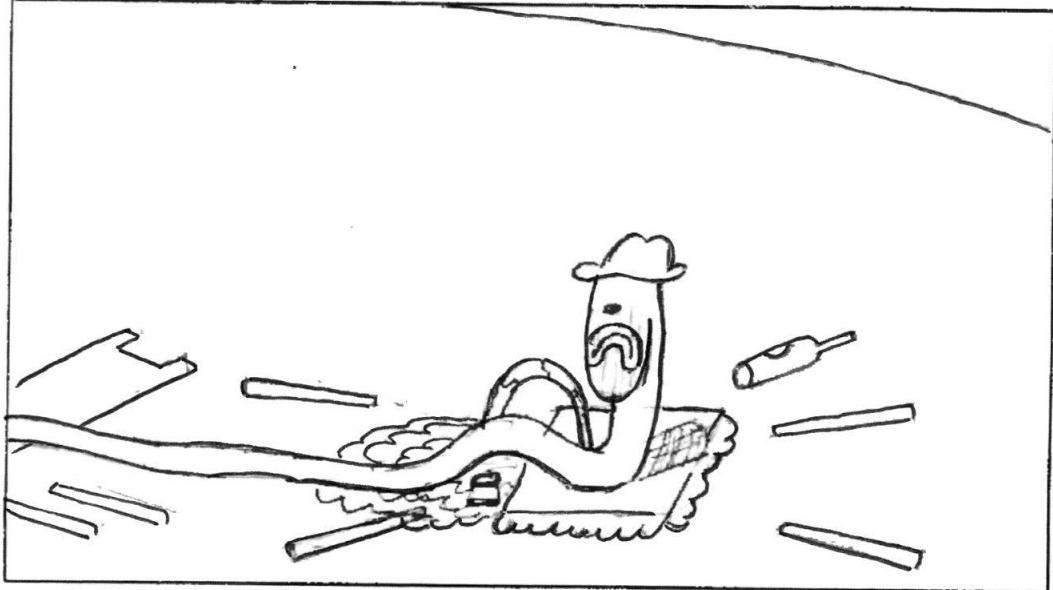
ADVENTURE TIME



Sc. 151 cont Pnl. J

Bg.

day night

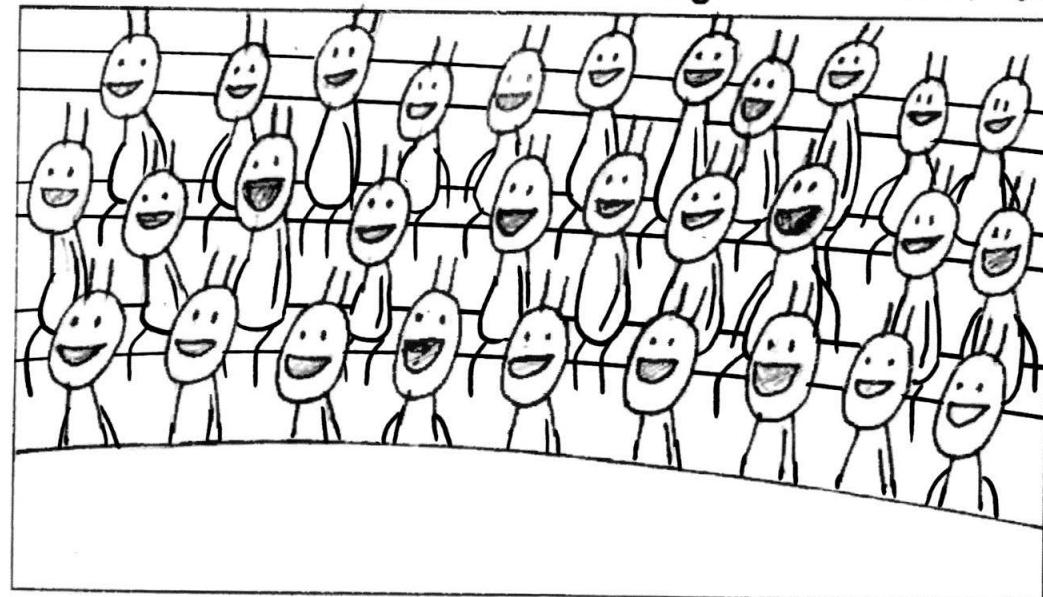


Sc. 152

Pnl. A

Bg.

381
Page 301ANED Cut
day night



Dialog:

SFX: sss

CONT AUDIENCE: HA HA HA

AUDIENCE: HA HA HA (DIMINISHING)

Action:

SHIFT TO AN EVEN SMALLER SPRAY
OF SELTZER

ON AUDIENCE LAUGHING, REALLY PLEASED
WITH THE SHOW.

DEC 13 2013

Timing:

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EPISODE #

Production :

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1025 / 162

Cut

ADVENTURE TIME



381 A

382 NEXT

Cut

Sc. 152A

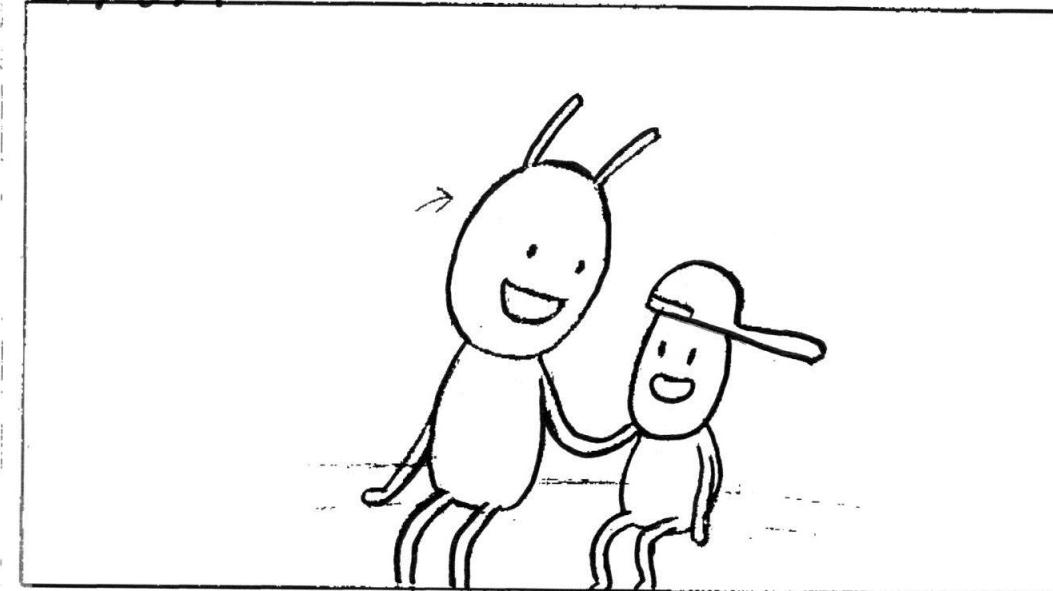
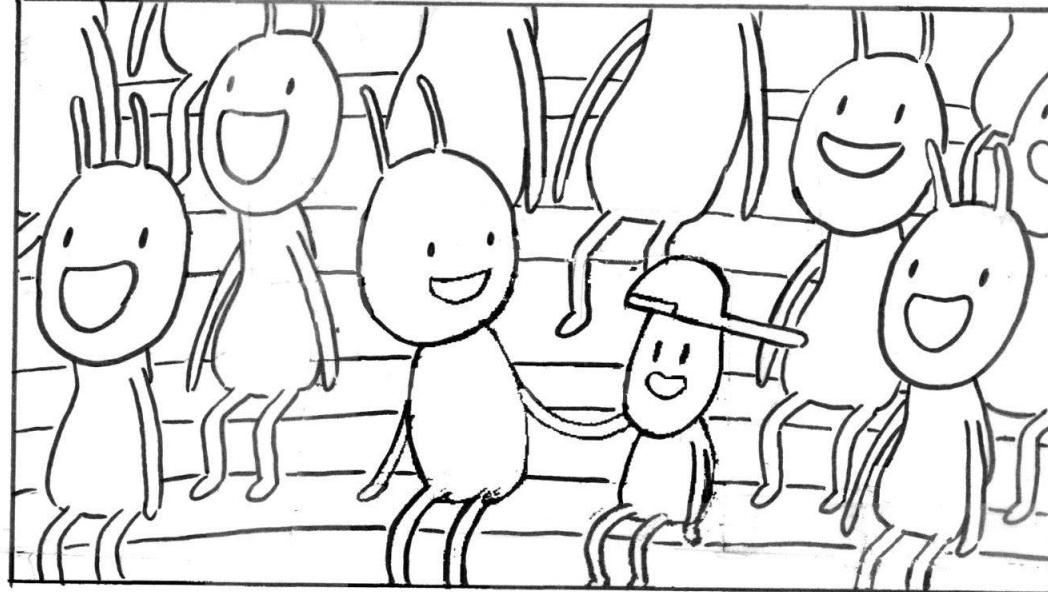
Pnl. A

day night

Sc. 152A cont Pnl. B

Bg.

day night



1025/162

1025-162

EPISODE #

Dialog:

DAD BUG: AREN'T YOU GLAD WE CAME BACK
FOR THE 2ND SHOW --

Action:

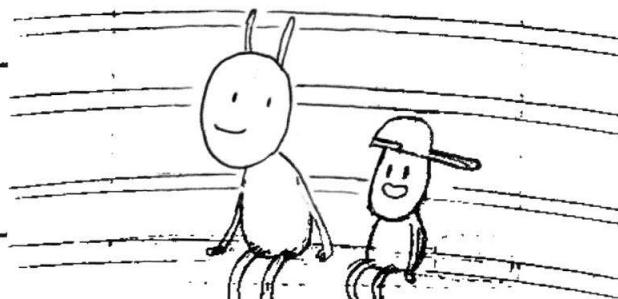
ON DAD BUG AND SON BUG.

s.p.

(A)

DEC 13 2013

Timing:



Production :

1025/162

1025/162

ADVENTURE TIME

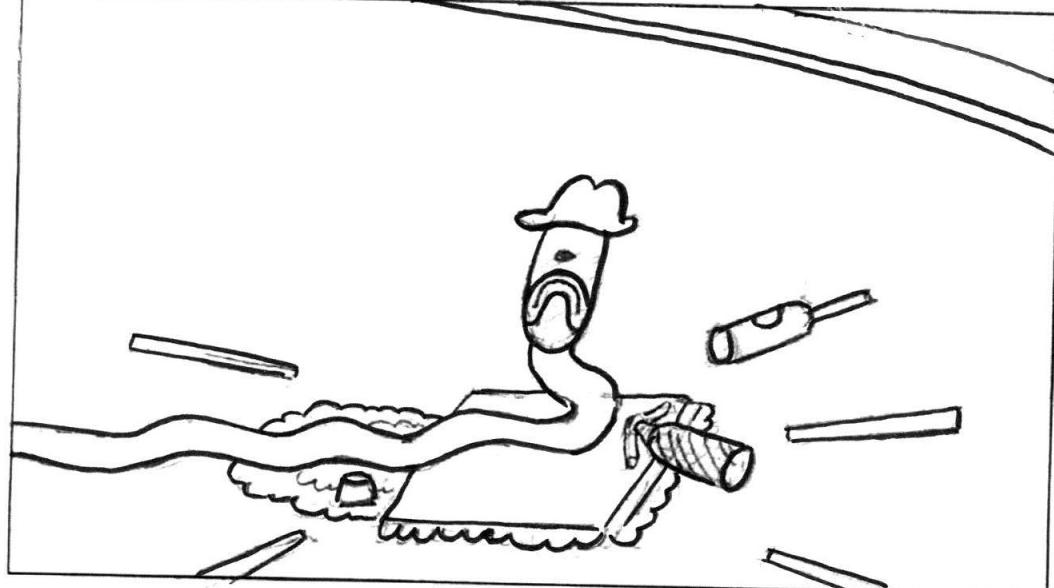


Cut
Sc. 153

Pnl. A

Bg.

day night

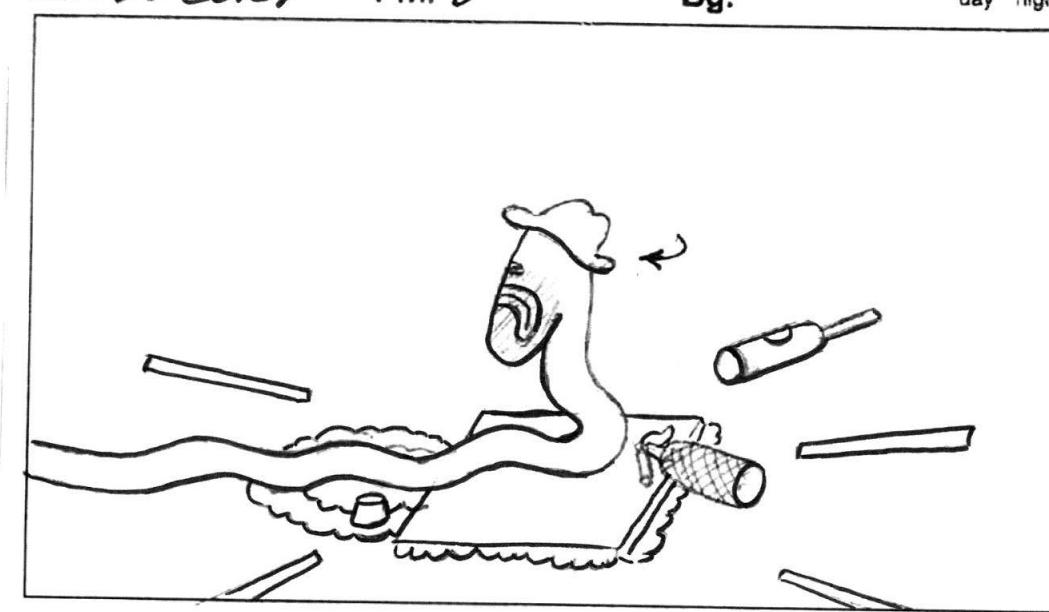


Sc. 153 cont

Pnl. B

Bg.

day night



Dialog:

Action: BLUE NOSE SITTING ON THE COLLAPSED TABLE, AT A LOSS.

BLUE NOSE TURNS AND LOOKS AT THE O.S. VICTROLA.

DEC 13 2013

Timing:

EPISODE #

Production

ADVENTURE TIME

Cut
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Sc. 154

Pnl. A

Bg.

day night



HV + Cut

Sc.

Pnl.

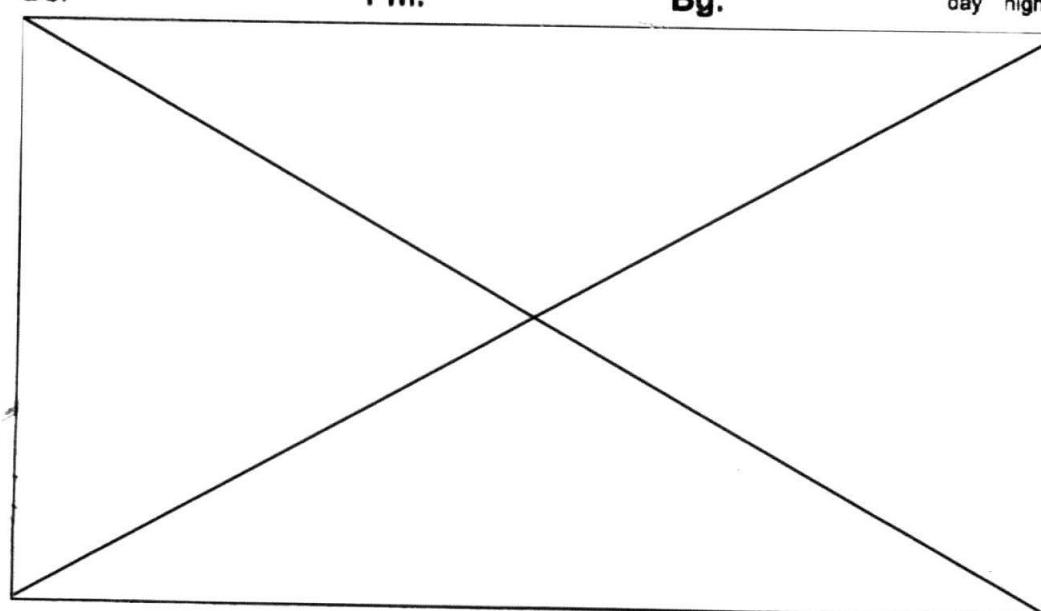
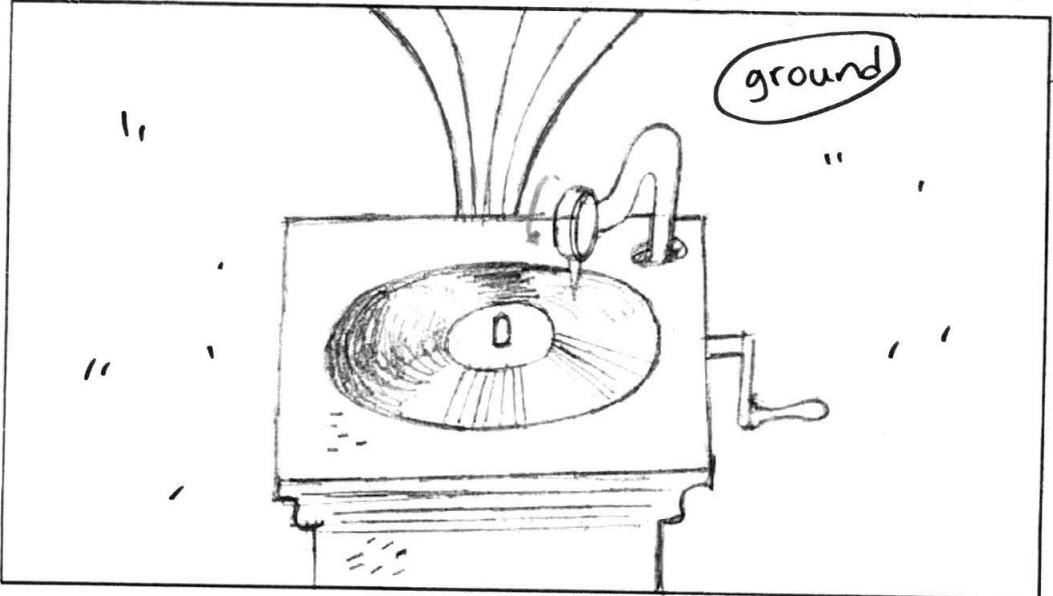
Bg.

Page

383

NO PG 384

day night



Dialog:

MUSIC: MELANCHOLY MUSIC
(HAS BEEN PLAYING SINCE
SC. 140)

Action:

CLOSE-UP OF VICTROLA PLAYING
RECORD.

Timing:



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EPISODE #

Production

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1025/162

ADVENTURE TIME

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Sc.

Pnl.

Bg.

day night



H Cut

Page 385

Sc. 155

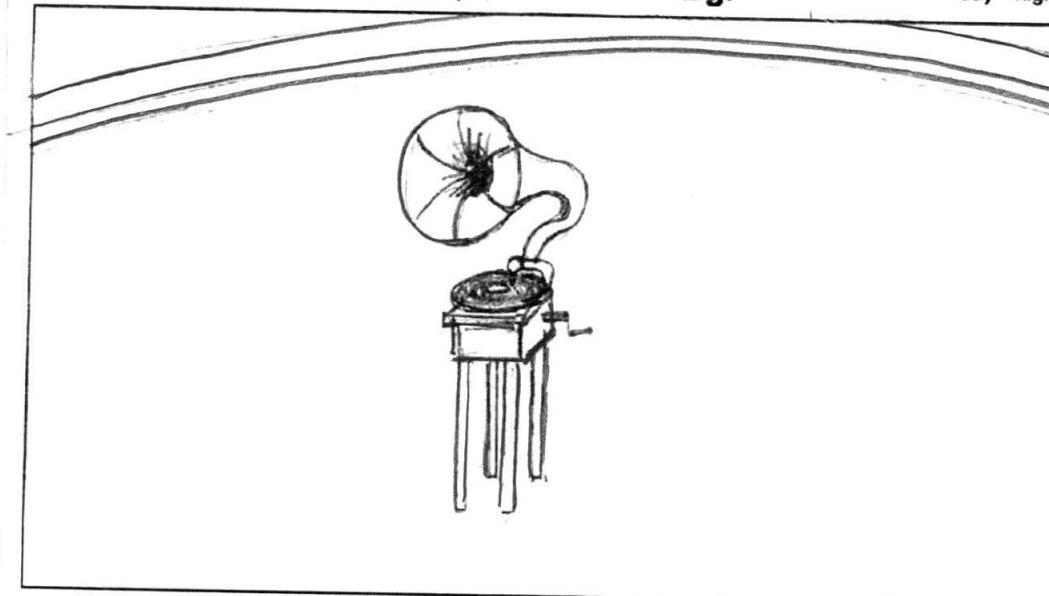
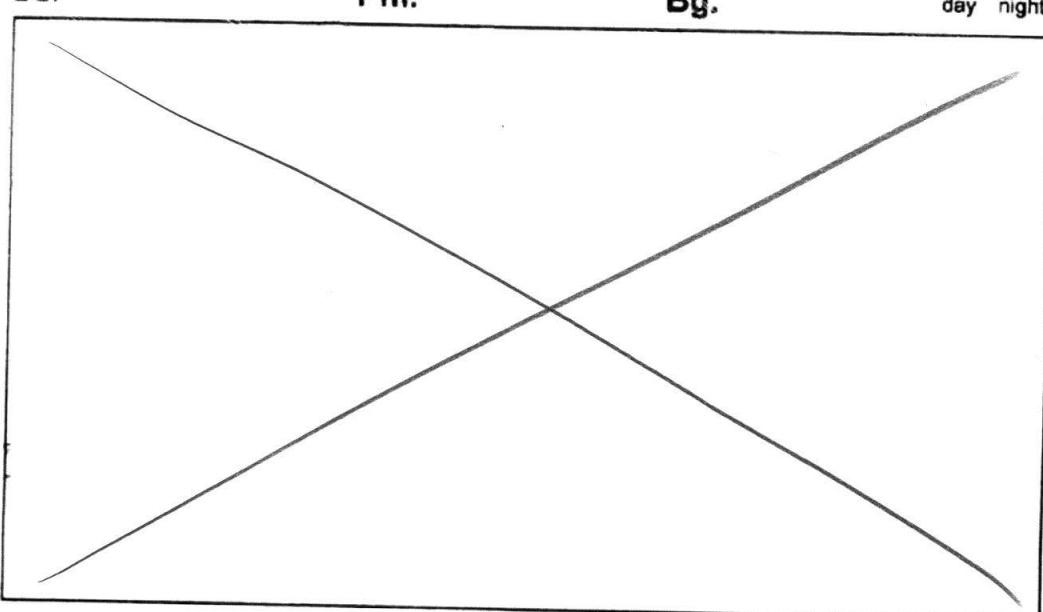
Pnl. A

Bg.

day night

EPISODE #

Production :



Dialog:

MUSIC: MELANCHOLY MUSIC

Action:

ON VICTROLA.

DEC 13 2013

Timing:

1025/162

1025/162

1025/162

1025/162

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ADVENTURE TIME

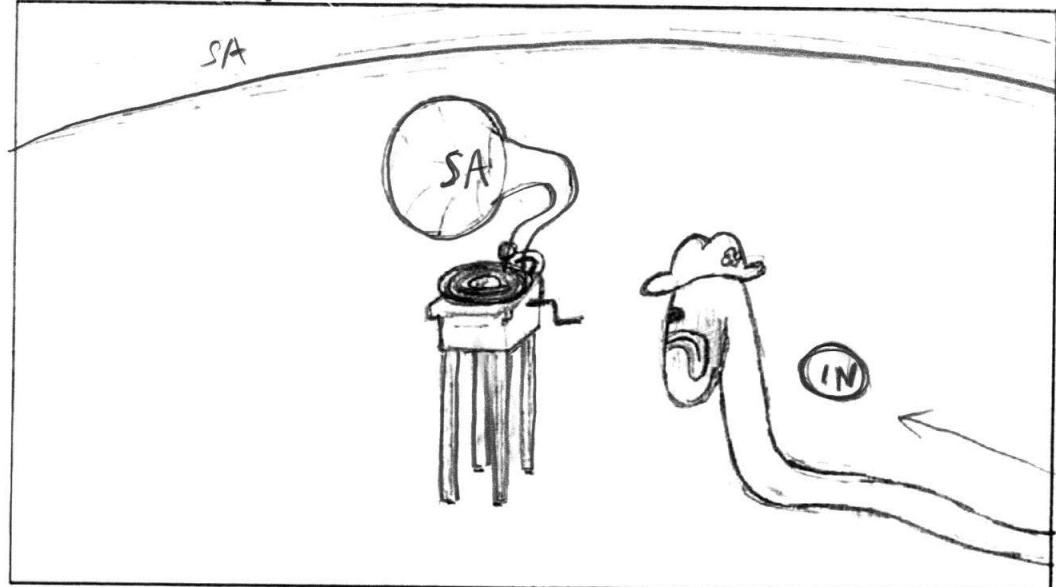


Page 386

Sc. 155 *cont* Pnl. B

Bg.

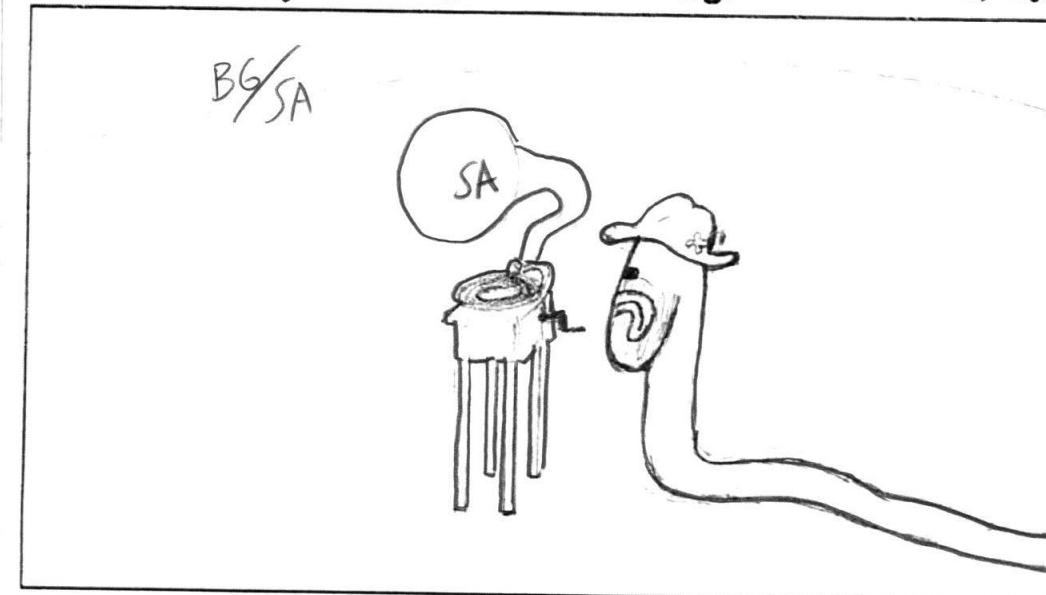
day night



Sc. 155 *cont* Pnl. C

Bg.

day night



Dialog:

Action: BLUE NOSE WALKS IN.

BLUE NOSE LOOKS AT THE VICTROLA.

DEC 13 2013

Timing:

EPISODE #

Production :

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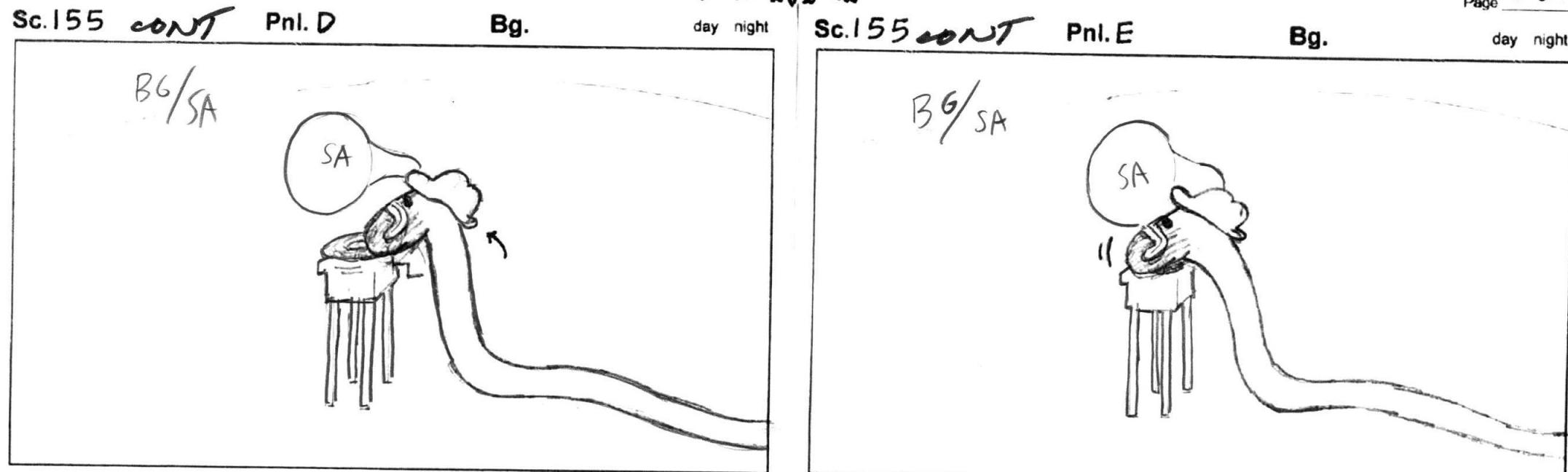
ADVENTURE TIME



Sc.155 cont Pnl. D

Bg.

day night



Dialog:

SFX: ZIP ZIP ZIP!

Action:

BLUE NOSE GOES INTO A POSE TO 'SCRATCH'
THE RECORD LIKE A DJ.

BLUE NOSE SCRATCHES THE RECORD
LIKE A DJ.

DEC 13 2013

Timing:

EPISODE #

Production :

Page 387

day night

ADVENTURE TIME



Sc. 155 cont

Pnl. F

Bg.

day night

Sc. 155 cont

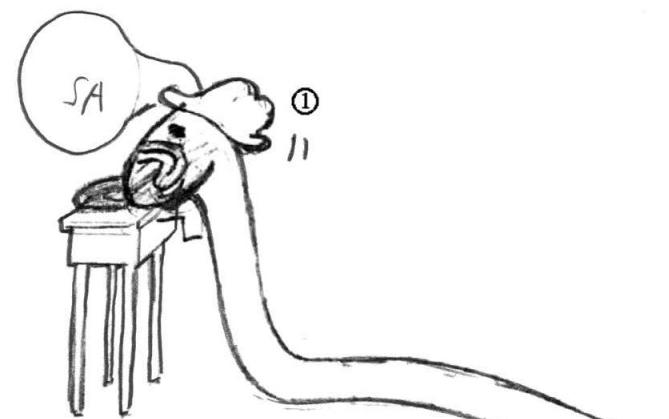
Pnl. G

Bg.

Page 388

day night

BG/SA



Dialog:

SFX: ZIP ZIP ZIP! ---

Actic



Timii



BLUE NOSE REALLY GETS INTO IT AND
WAGS HIS BUTT AROUND.

DEC 18 2013

EPISODE #

Production :

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1025/162

1025 / 162

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ADVENTURE TIME



Sc. 155 cont Pnl. H

Bg.

day night

Page 389

day night

Sc. 155 cont Pnl. I

Bg.

day night

BG/SA



Dialog:
SFX: ZIP ZIP ZIP . . .

. . .

Action:

DEC 13 2013

Timing:

Production :

EPISODE #

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1025 / 162

ADVENTURE TIME



Sc. 155 *cont*

Pnl. J

Bg.

day night

Sc. 155 *cont*

Pnl. K

Bg.

Page 390

day night

BG/SA



BG/SA



Dialog:

SFX: ZIP ZIP ZIP . . .

. . .

Action:

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Sc. 155 *cont* Pnl. L

Bg.

day night

Page 391

day night

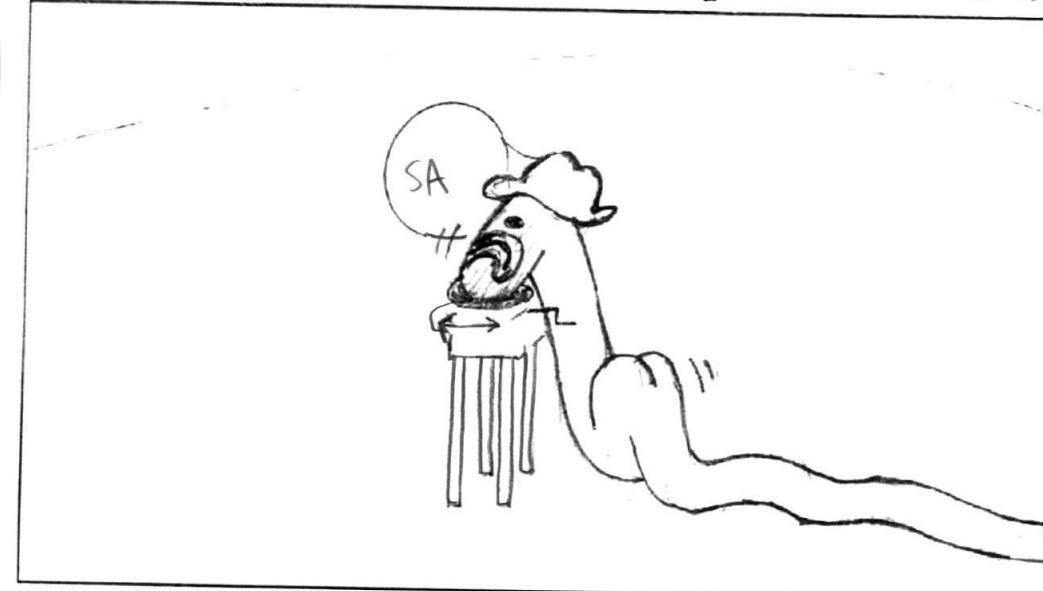
Cut



Sc. 155 *cont* Pnl. M

Bg.

day night



Dialog:

SFX: ZIP ZIP ZIP!

SFX: ZIP ZIP ZIP!

Action:

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

ADVENTURE TIME



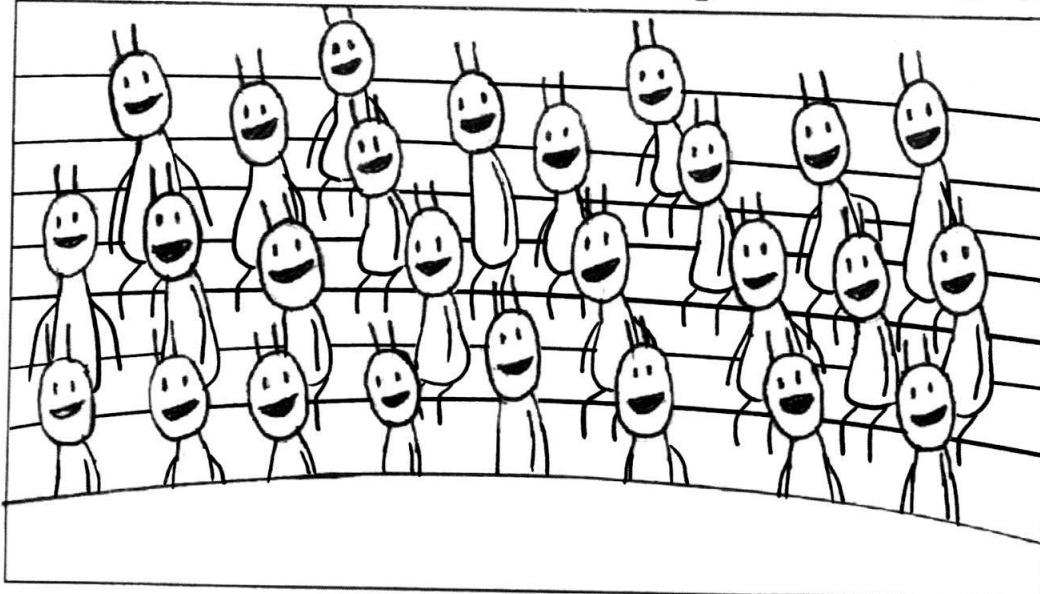
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Sc. 155A

Pnl. A

Bg.

day night



Sc. 155A cont

Pnl. B

Bg.

Page 392
392 next
day night

EPISODE #

Production :

1025/162

Dialog:

SFX: ZIP ZIP ZIP! ...

Action:

ON AUDIENCE, MOVING THEIR HEADS
TO THE SCRATCHY DJ MUSIC.

DEC 13 2013

Timing:

CYCLE (A), (B), (A), (B) etc.

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ADVENTURE TIME



Sc. 155B

Pnl.

A

Bg.

day night

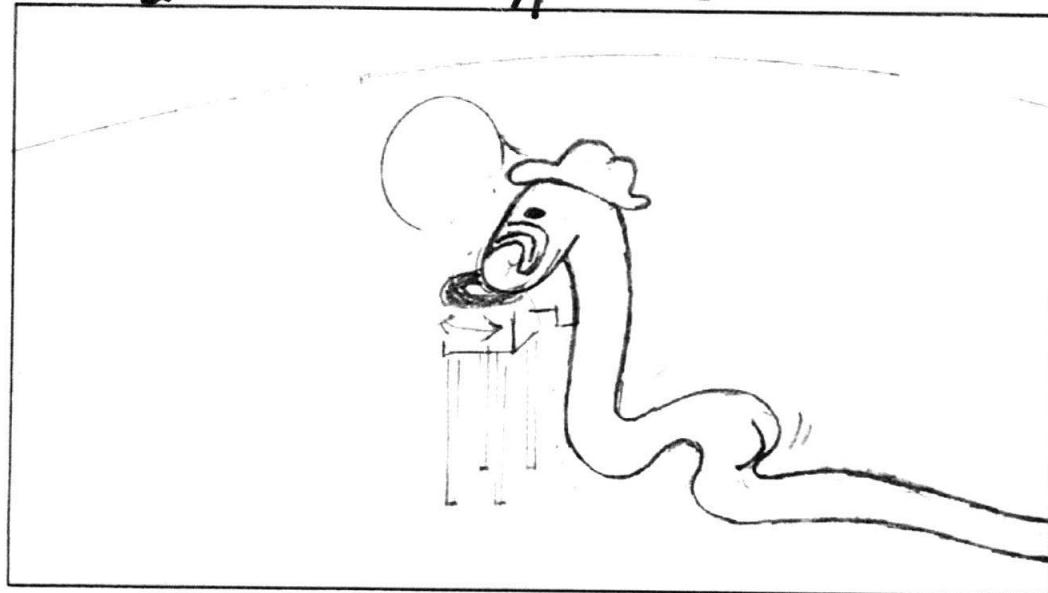
Page

392A

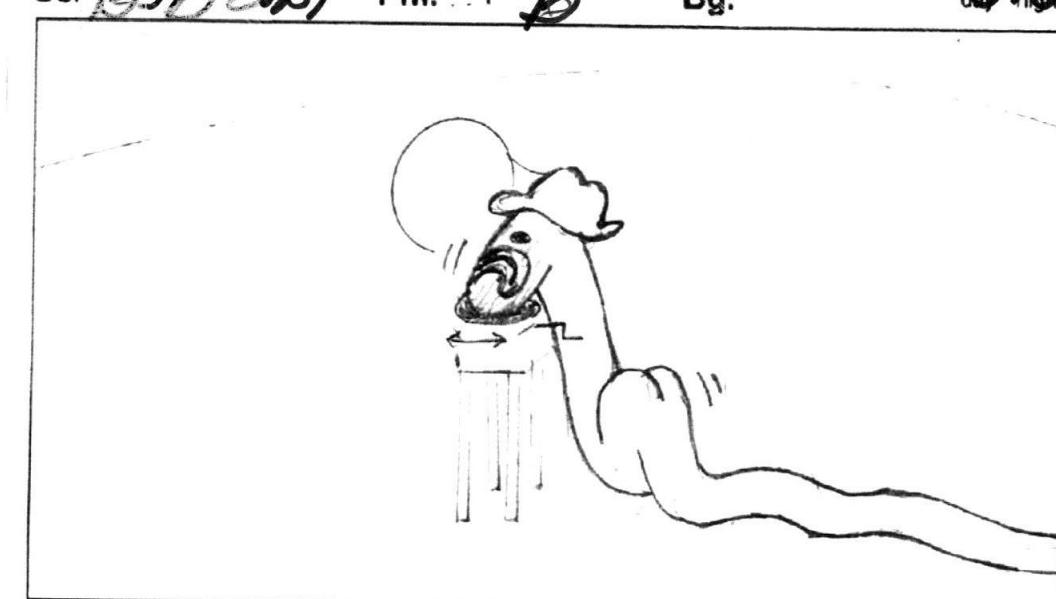
393NEXT

EPISODE #

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Sc. 155B cont Pnl. B Bg.



Dialog:

SFX: ZIP ZIP ZIP!

SFX: ZIP ZIP ZIP!

Action:

DEC 13 2013

Timing:

Production :

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ADVENTURE TIME

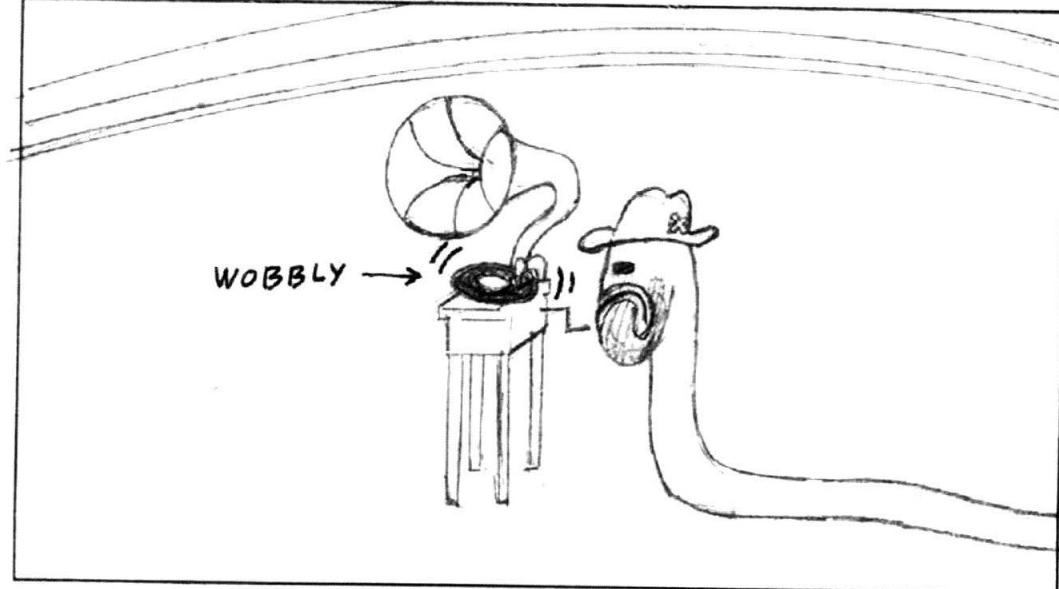


Page 393

Sc. 155B cont Pnl. C

Bg.

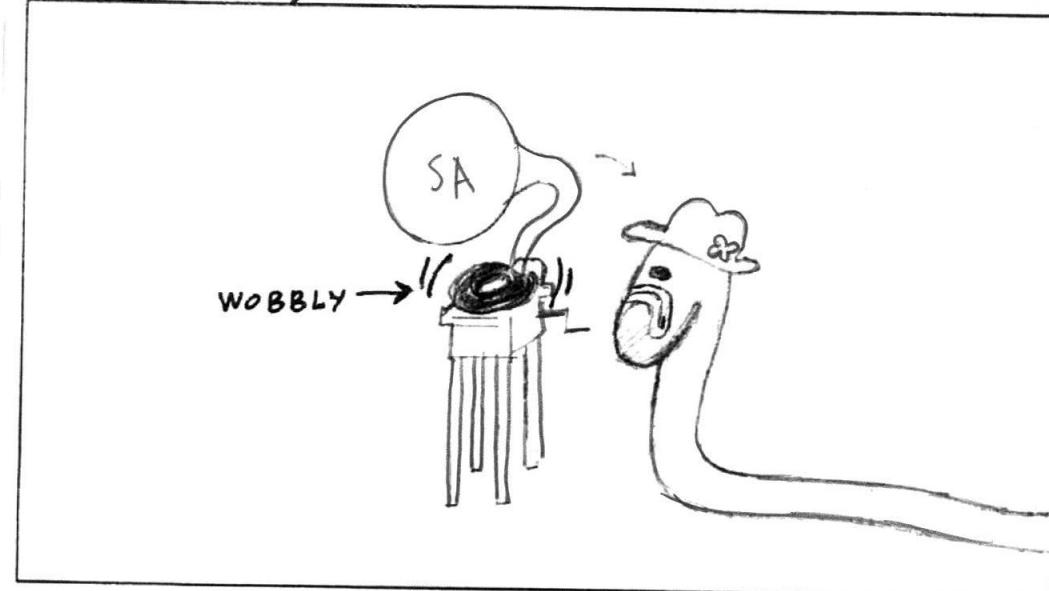
day night



Sc. 155B cont Pnl. D

Bg.

day night



Dialog: SFX: ZIPPY MUSIC

SFX: IN BETWEEN ZIPPY MUSIC AND
MELANCHOLY MUSIC (TRANSITIONING)

Action: ON BLUE NOSE. HE HAS STOPPED SCRATCHING
THE RECORD. THE RECORD IS SPINNING
CRAZILY, MAKING CRAZY MUSIC.

THE RECORD STARTS TO SLOW DOWN...

DEC 13 2013

Timing:

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ADVENTURE TIME



Sc. 155B *cont* Pnl. E

Bg.

day night

Sc. 155B *cont* Pnl. F

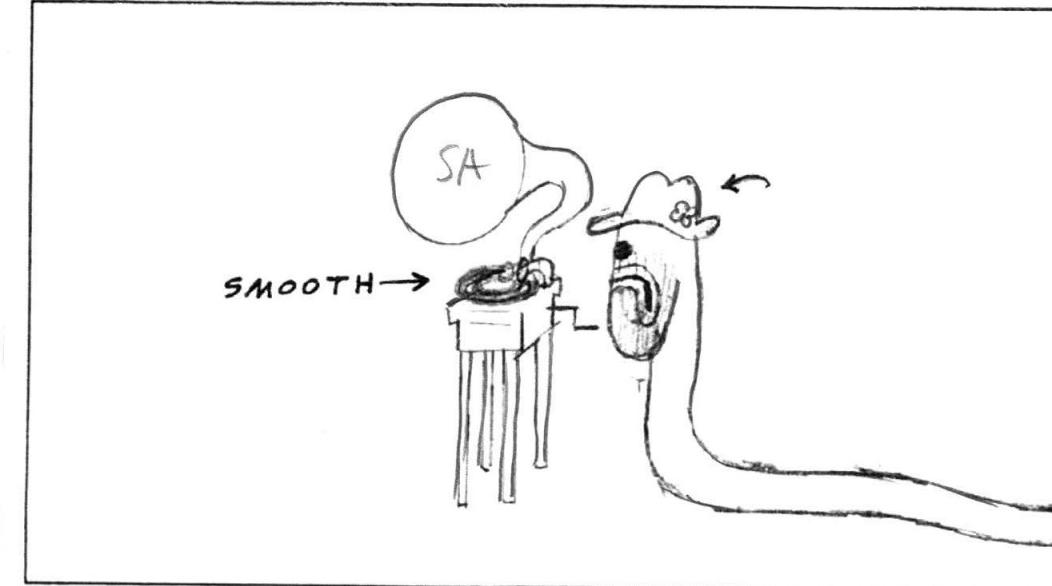
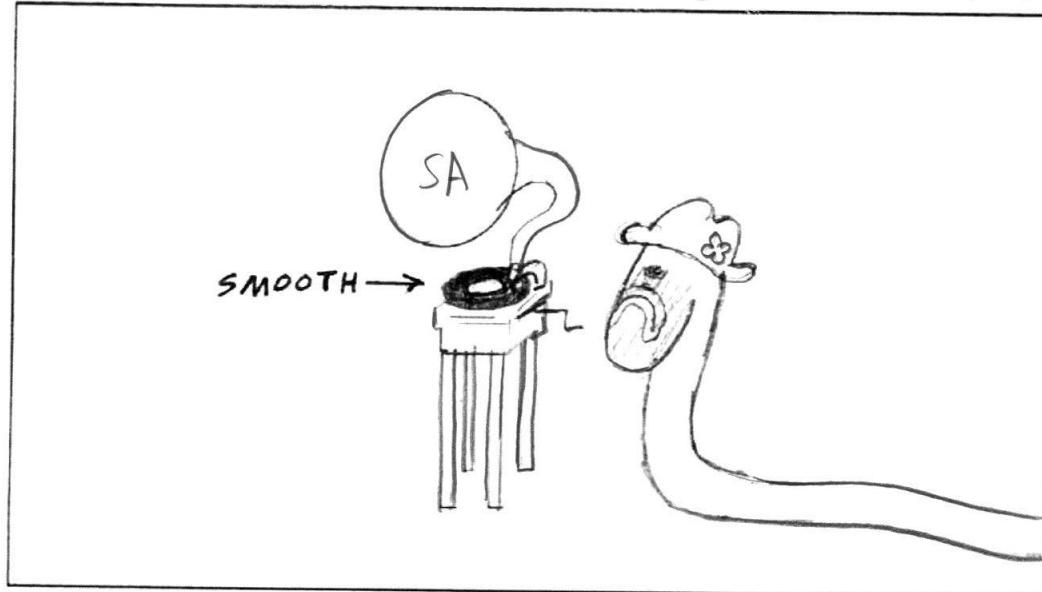
Bg.

day night

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EPISODE # Production

1025/162



Dialog:

MUSIC: MELANCHOLY MUSIC - - -

- - -

Action:

NOW THE RECORD IS PLAYING SMOOTHLY AGAIN, PLAYING THE OLD MELANCHOLY MUSIC.

BLUE NOSE GIVES THE RECORD A DIRTY LOOK.

DEC 13 2010

Timing:

ADVENTURE TIME



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Sc. 155B *cont* Pnl. G

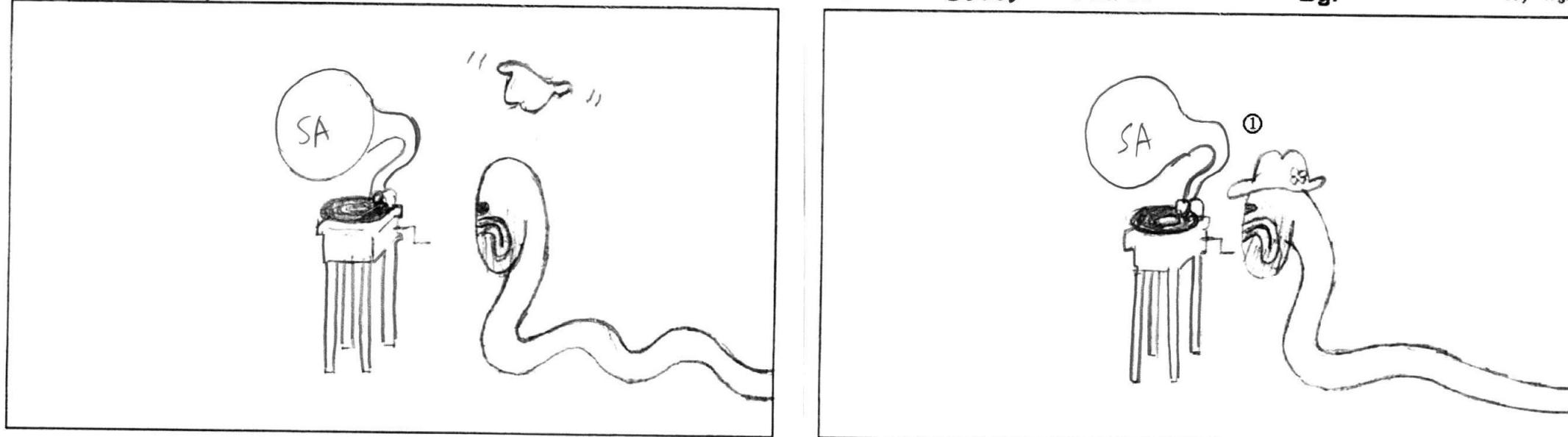
Bg.

day night

Sc. 155B *cont* Pnl. H

Bg.

day night



1025/162

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Dialog: MUSIC = MELANCHOLY MUSIC ...

Action: BLUE NOSE DOES A LAME 'COMICAL TAKE!'

- HAT SPINS AND LANDS BACK ON HEAD.

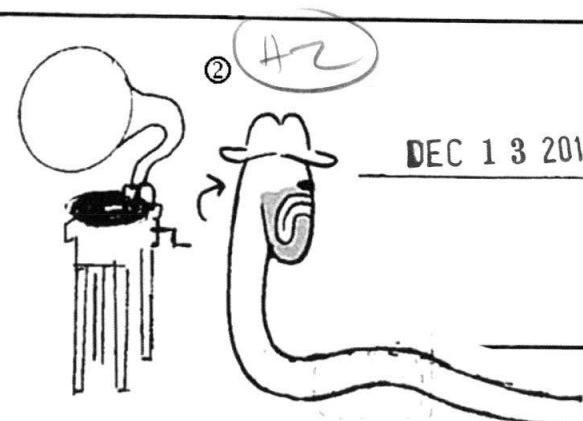
Timing:

DEC 13 2013

EPISODE #

Production :

1025/162



1025/162

ADVENTURE TIME



Sc. 155B *cont* Pnl. I

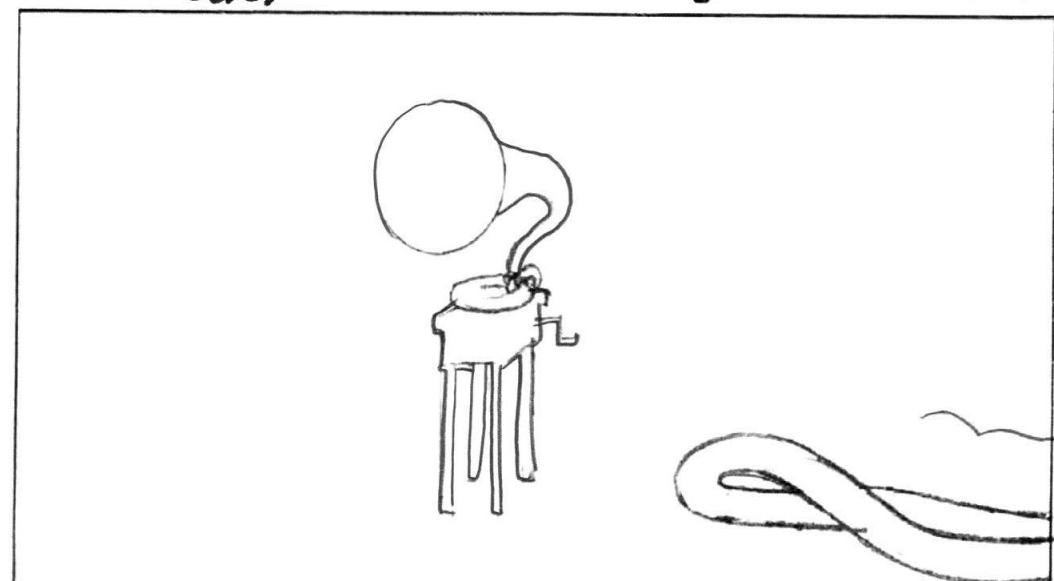
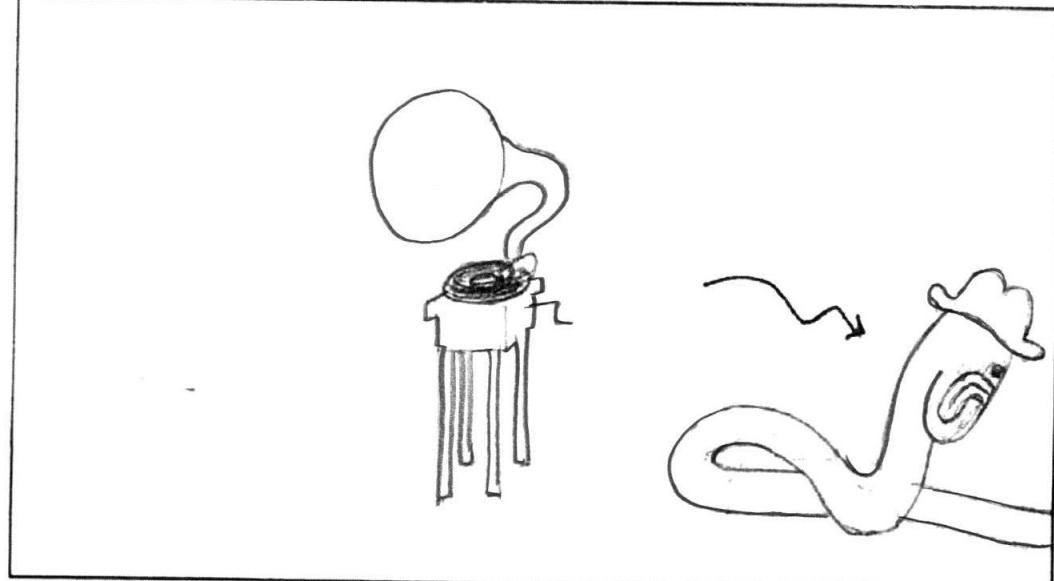
Bg.

day night

Sc. 155B *cont* Pnl. J

Bg.

Page 396
~~396~~ day night NEXT



EPISODE #

Production :

Dialog:

MUSIC: MELANCHOLY MUSIC ...

...

Action:

BLUE NOSE TURNS AND MARCHES
OUT OF SCENE.

DEC 13 2013

Timing:

1025/162

ADVENTURE TIME



Sc. 155B *cont* Pnl. K

Bg.

day night

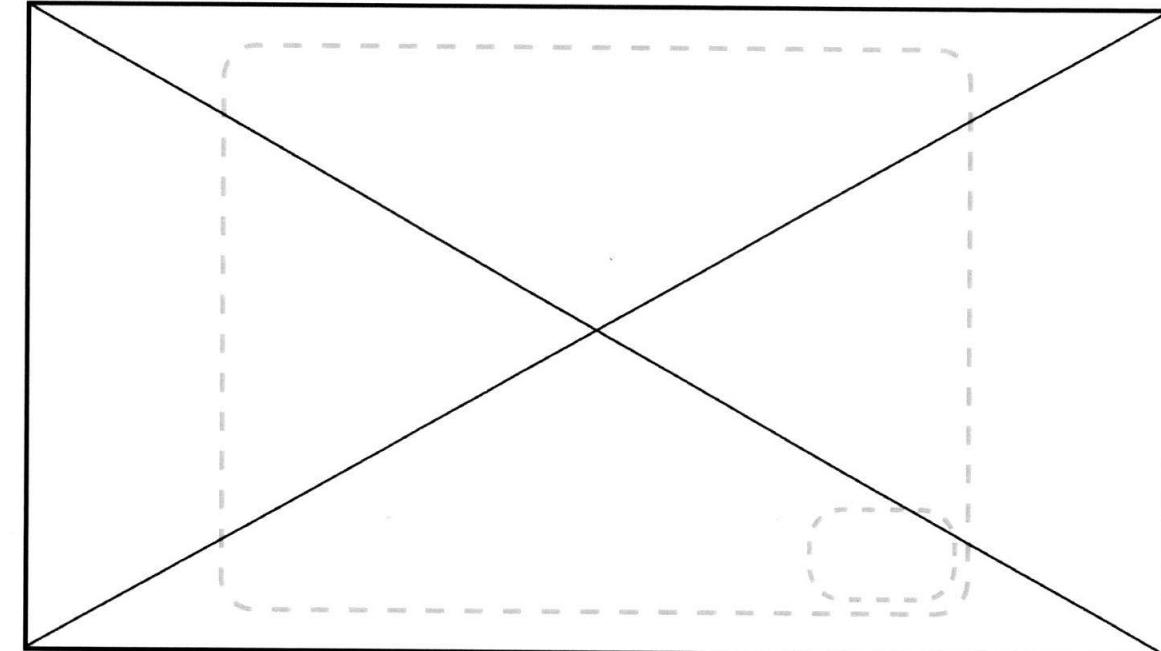
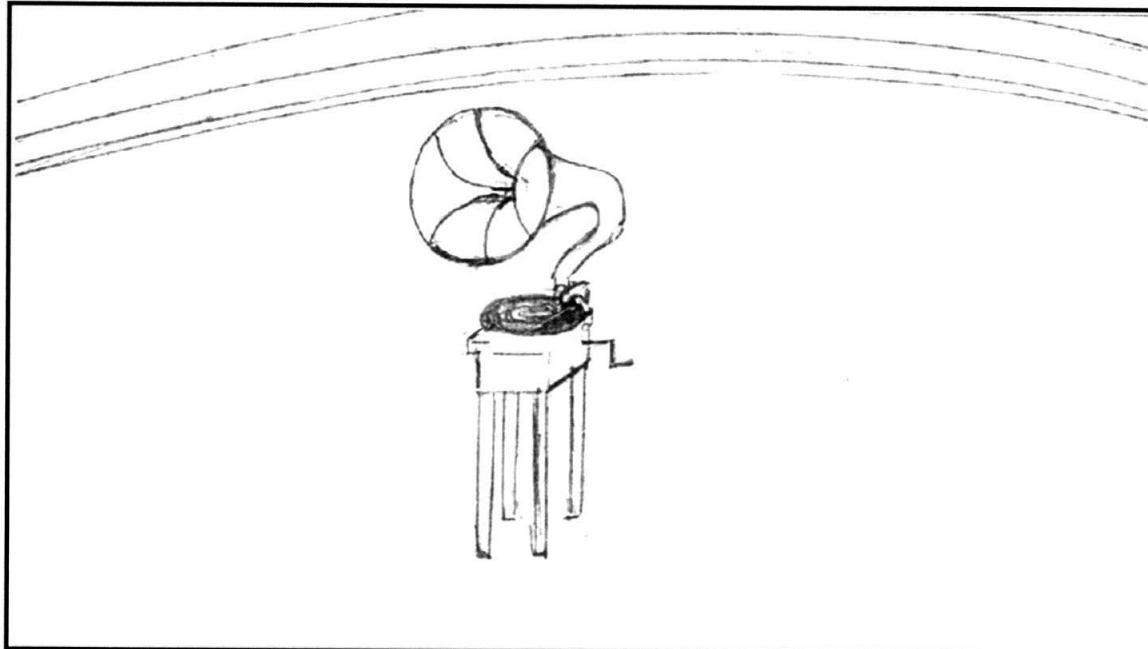
Sc.

Pnl.

Bg.

Page 396A

397 NEXT
day night



Dialog:

Action:

DEC 13 2013

Timing:

Production:

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ADVENTURE TIME



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Sc. 155B *cont*

Pnl. L

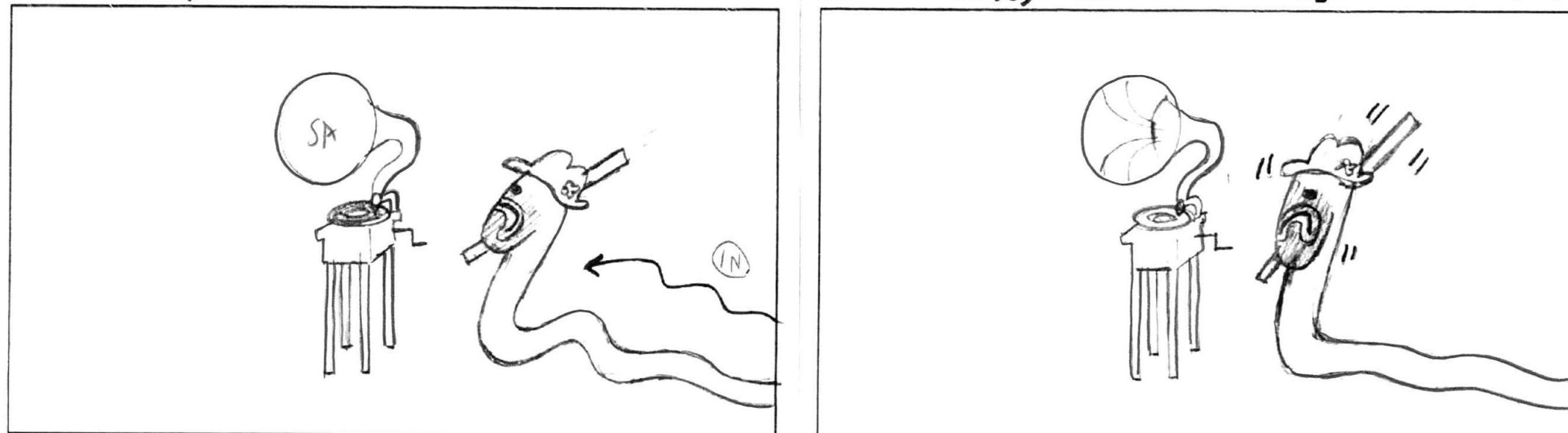
Bg.

day night

Sc. 155B *cont* Pnl. M

Bg.

day night



Dialog:

MUSIC: MELANCHOLY MUSIC ---

Action: BLUE NOSE MARCHES BACK INTO SCENE,
CARRYING A CHAIR LEG (OR TABLE LEG).

BLUE NOSE SHAKES WITH ANGER.

Timing:

DEC 13 2013

Production :

EPISODE #

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1025/162

ADVENTURE TIME



Page 398

Sc. 155B *cont* Pnl. N

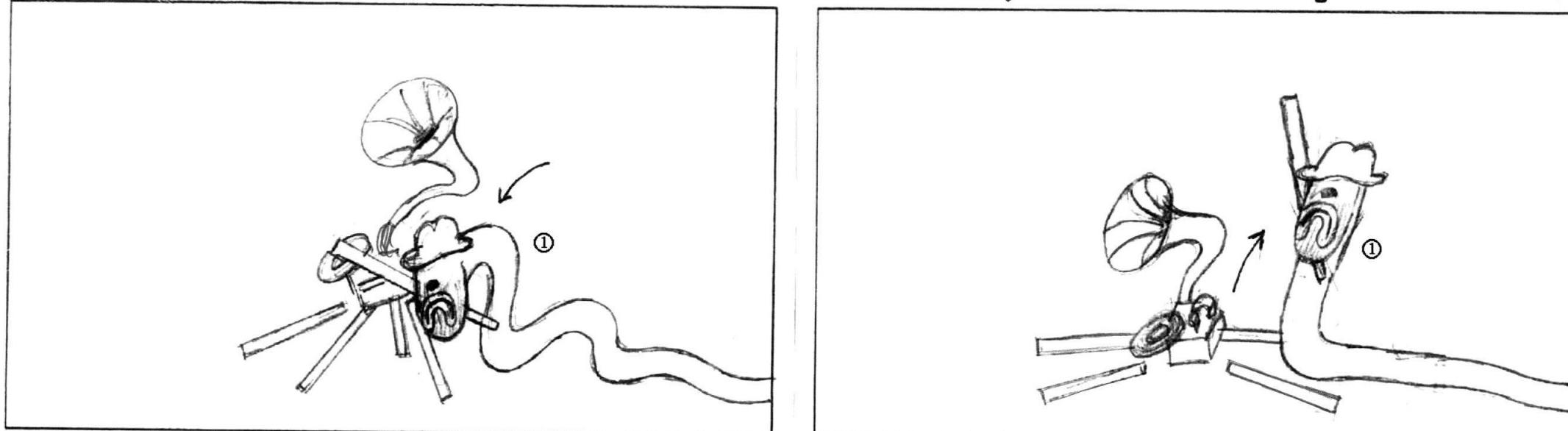
Bg.

day night

Sc. 155B *cont* Pnl. O

Bg.

day night

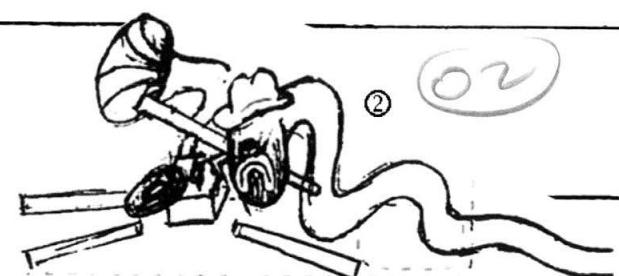


Dialog: SFX: BANG! BANG! BANG! ...
AUDIENCE: HA HA HA! ...

Action: BLUE NOSE SMASHES THE VICTROLA!
BOTTOM LEVEL = VICTROLA GETTING BROKEN DOWN.
TOP LEVEL = CYCLE BLUE NOSE SMASHING. A/B.

DEC 13 2013

Timing:



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ADVENTURE TIME



Page 399

Sc. 155B cont Pnl. P

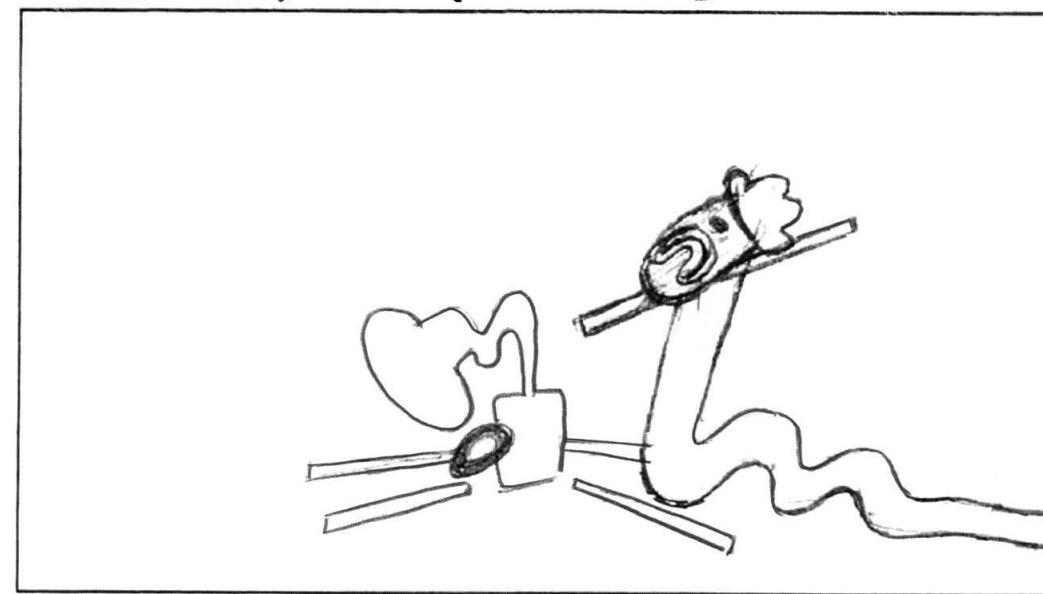
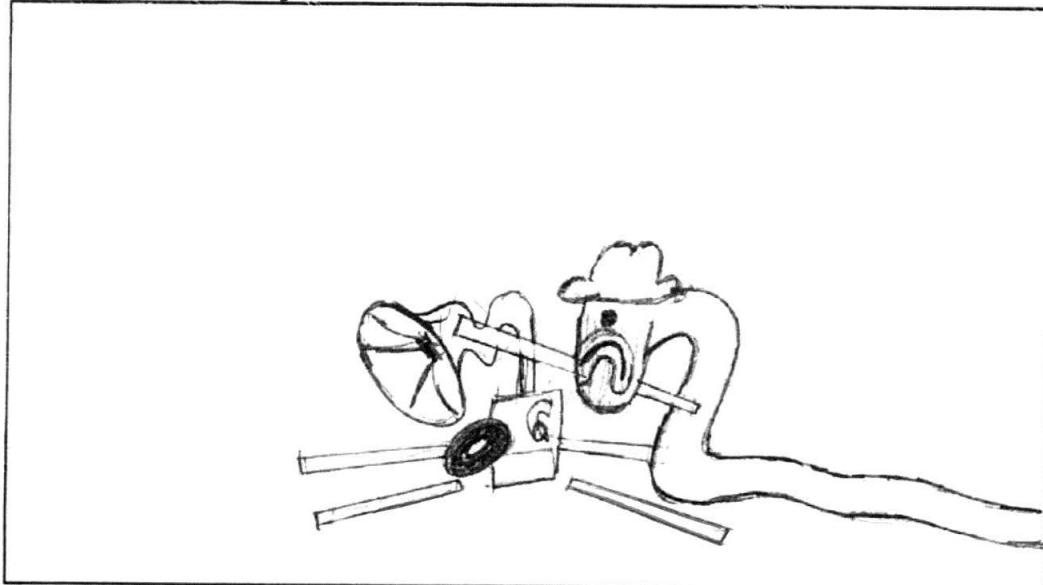
Bg.

day night

Sc. 155B cont Pnl. Q

Bg.

day night



Dialog:

Action:

SETTLE B.N.

B.N. ANTIC BACK

Timing:

DEC 13 2013

EPISODE #

Production

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ADVENTURE TIME



Page 400

Sc. 155B *cont* Pnl. R

Bg.

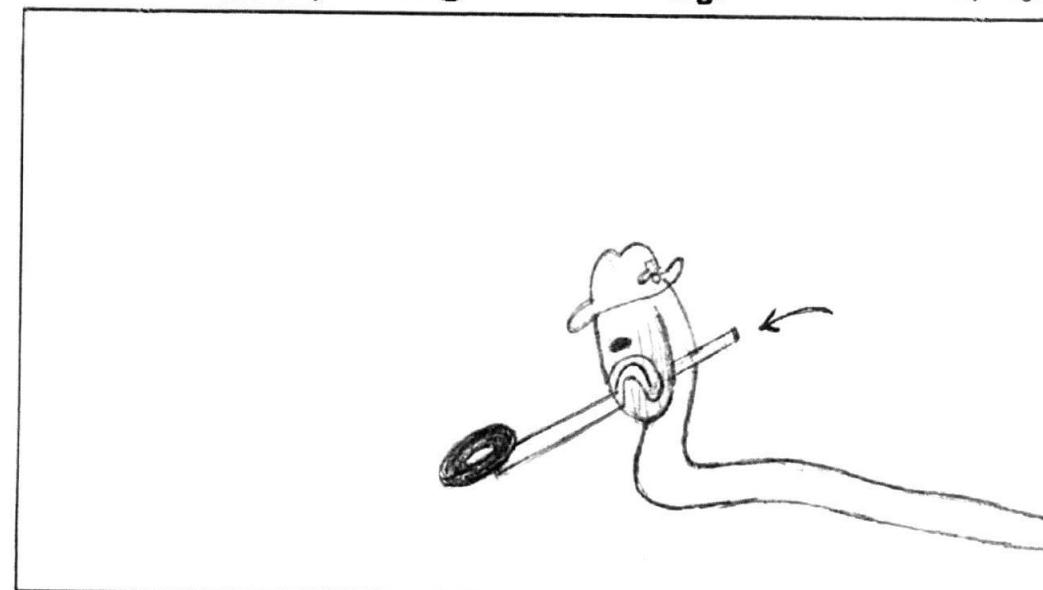
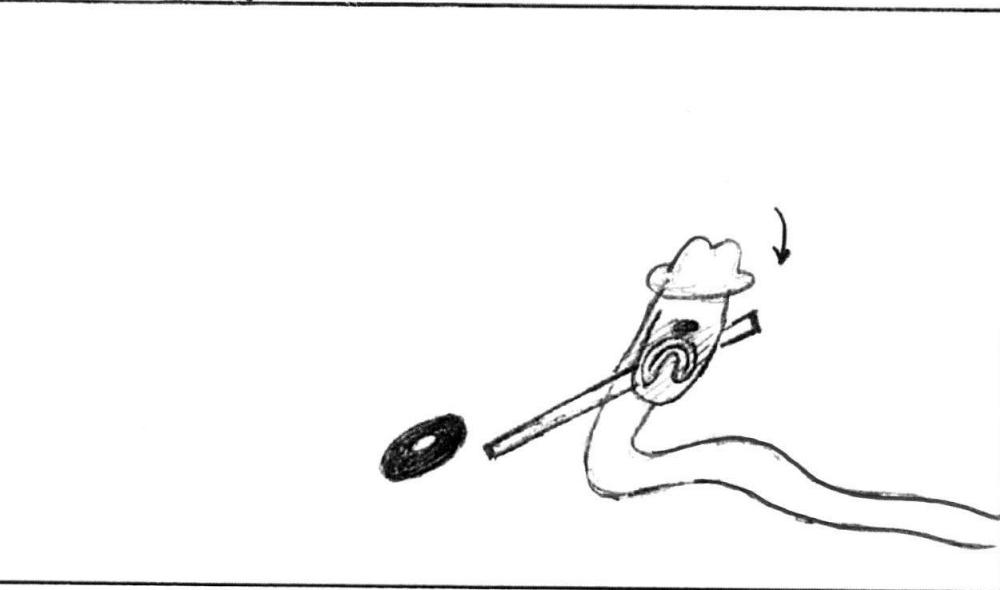
day night

Sc. 155B *cont* Pnl. S

Bg.

day night

EPISODE #



Dialog:

Action:

B.N. INTO STICKING THE LEG
UNDER THE RECORD ...

STICK UNDER RECORD.

Timing:

DEC 13 2013

Production

ADVENTURE TIME



Page 401

Sc. 155B cont Pnl. T

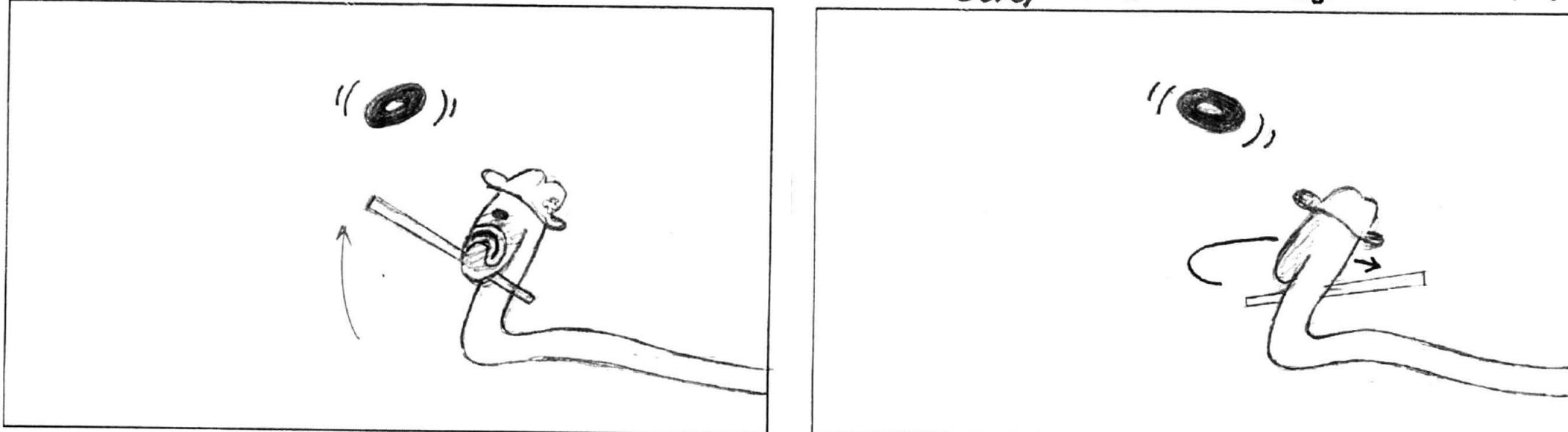
Bg.

day night

Sc. 155B cont Pnl. U

Bg.

day night



Dialog:

Action: B.N. FLIPS UP THE RECORD.

ANTIC. HITTING RECORD.

Timing:

DEC 13 2013

EPISODE #

Production :

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ADVENTURE TIME



Page 402

Sc. 155B cont Pnl. V

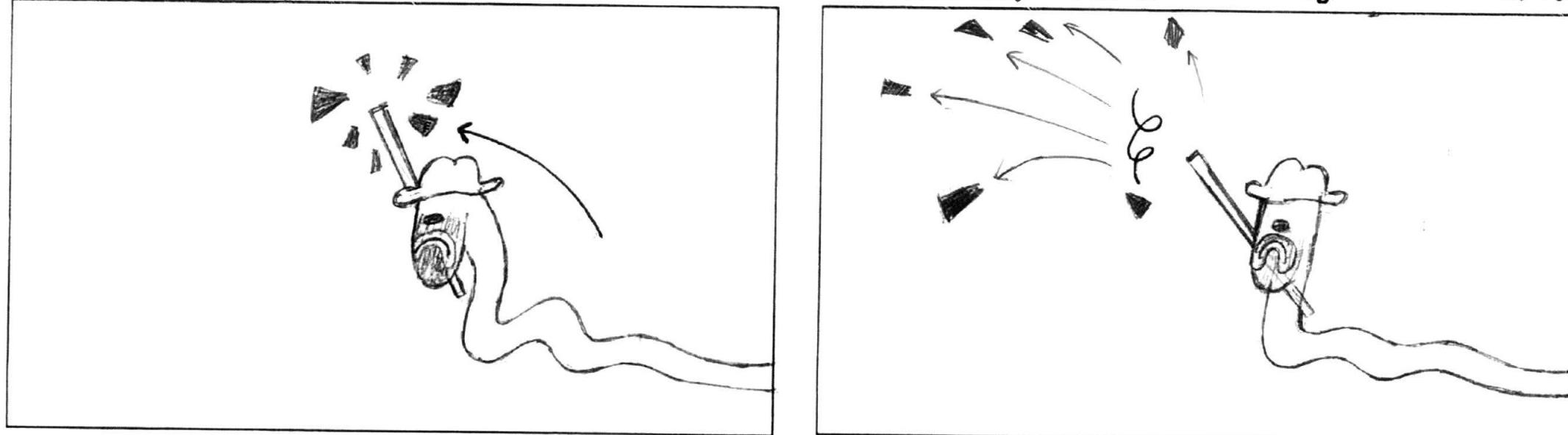
Bg.

day night

Sc. 155B cont Pnl. W

Bg.

day night



Dialog:

SFX = SMASH!

AUDIENCE: HA HA HA! ...

Action:

B. N. SMASHES RECORD.

- PIECES ALL FLY OFF/S EXCEPT FOR
ONE THAT SPINS DOWNWARD

Timing:

DEC 13 2013

Production :

EPISODE #

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1025/162

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ADVENTURE TIME

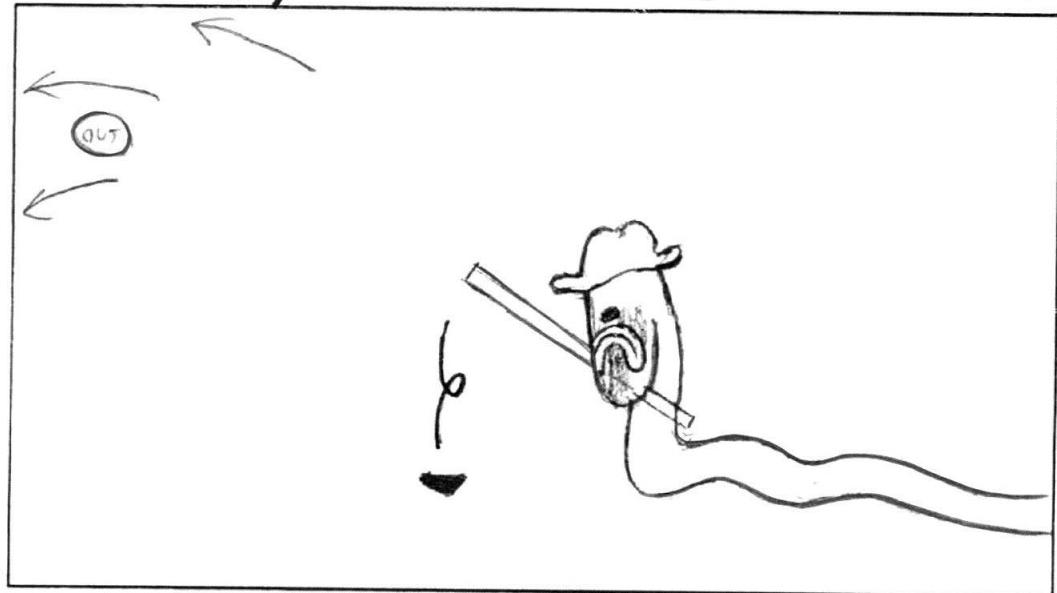


Page 403

Sc. 155B ~~CONT~~ Pnl. X

Bg.

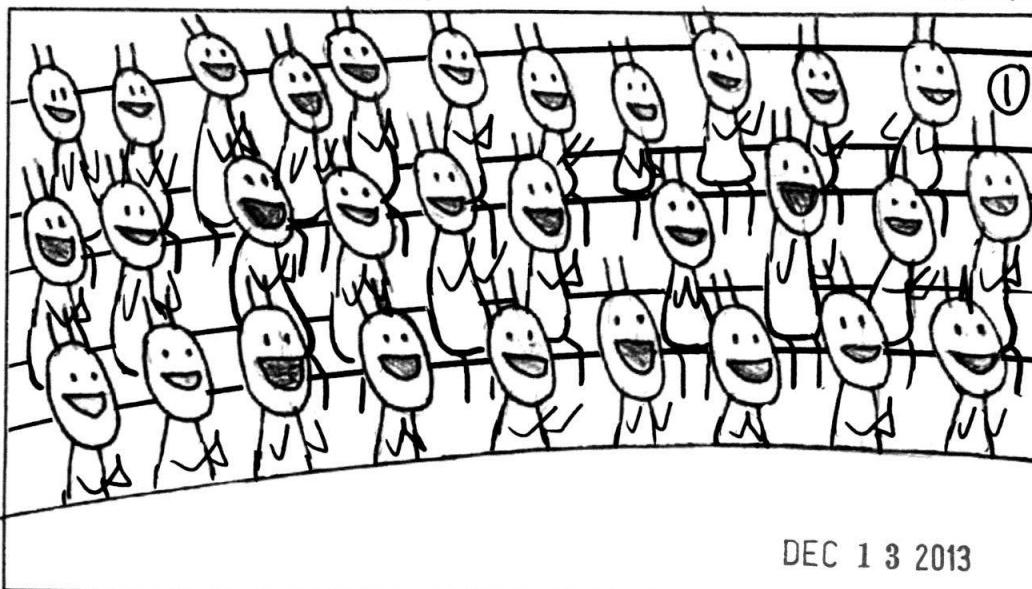
day night



Sc. 156

Pnl. A

day night



DEC 13 2013

EPISODE #

(A2)

1025/162

Dialog: AUDIENCE: HA HA HA! ...
AND START APPLAUSE

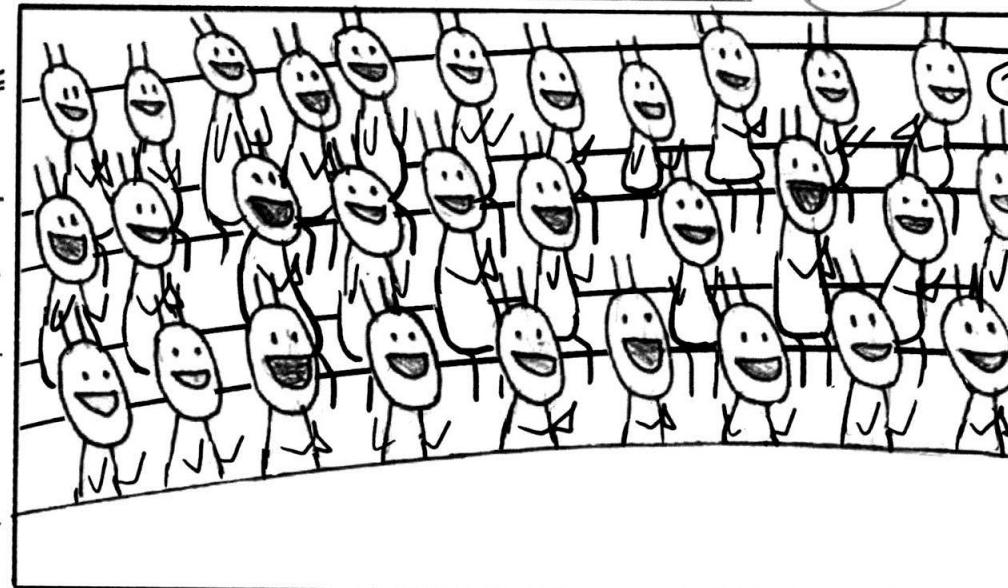
AUDIENCE: HA HA HA!
AND APPLAUSE

Action: B.N. LOOKS AT THE LAST PIECE
OF THE RECORD TO FALL.

ON AUDIENCE HAPPILY
LAUGHING AND APPLAUDING.

Timing:

CYCLE ①, ②, ①, ②
etc.



1025/162

ADVENTURE TIME



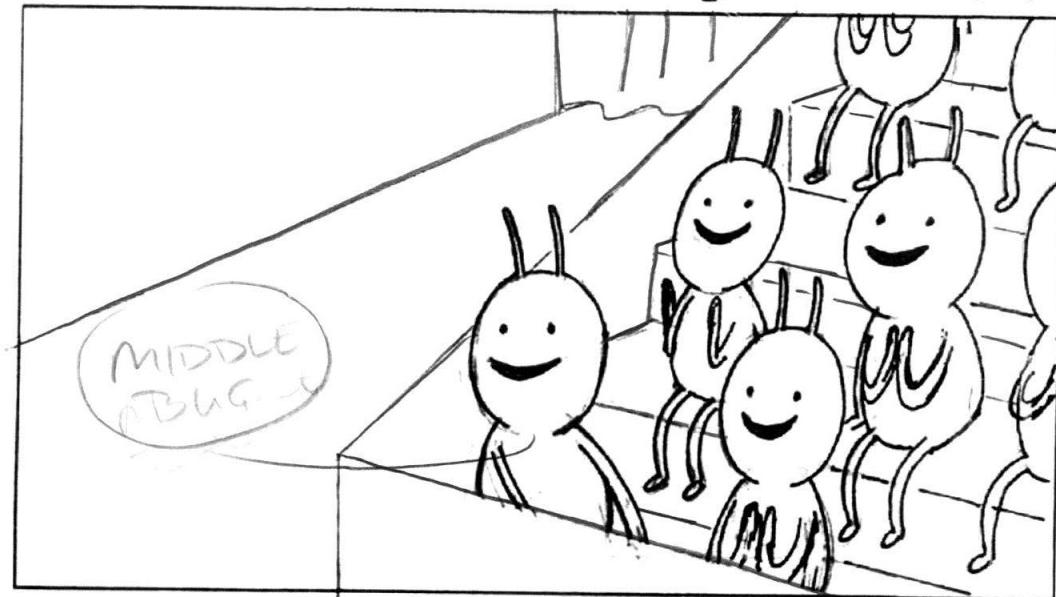
Page 404

Sc. 157

Pnl. A

Bg.

day night

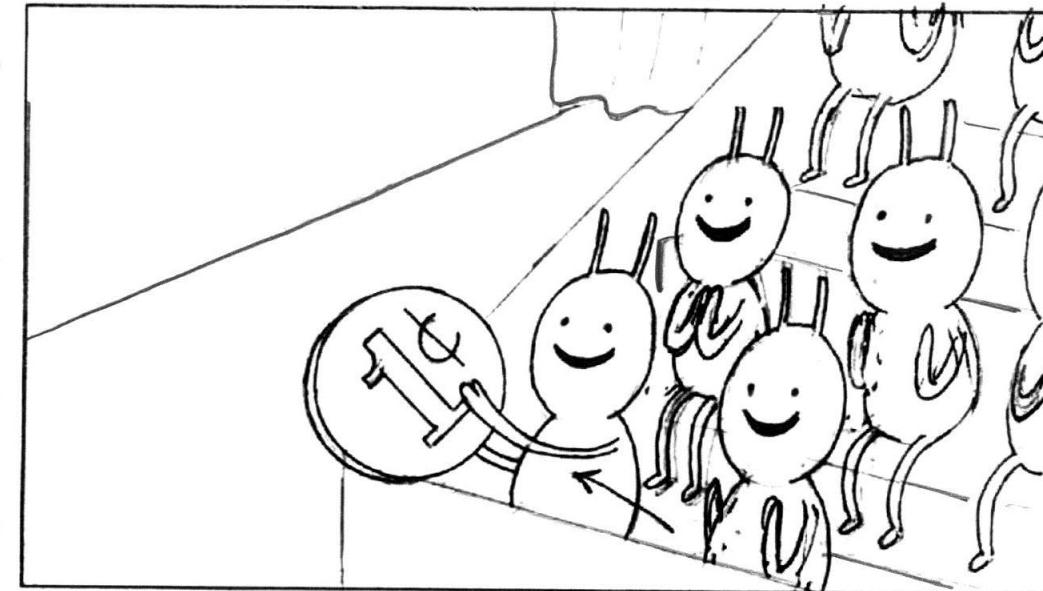


Sc. 157 cont

Pnl. B

Bg.

day night



Dialog:

SPX: * APPLAUSE *

Someone in audience: We love-

Action: ON AUDIENCE.
MIDDLE BUG IN ANTIC. POSE

MIDDLE BUG PULLS UP A PENNY.

Timing:

DEC 13 2013

EPISODE #

1025/162

Production :

1025/162

ADVENTURE TIME



Page 405

Sc. 157 cont Pnl. C

Bg.

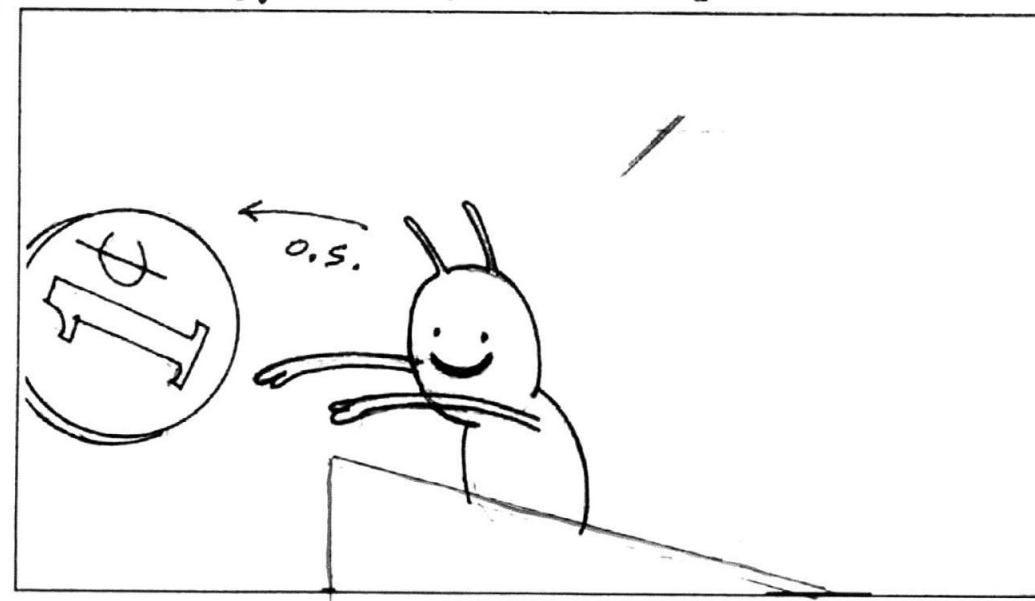
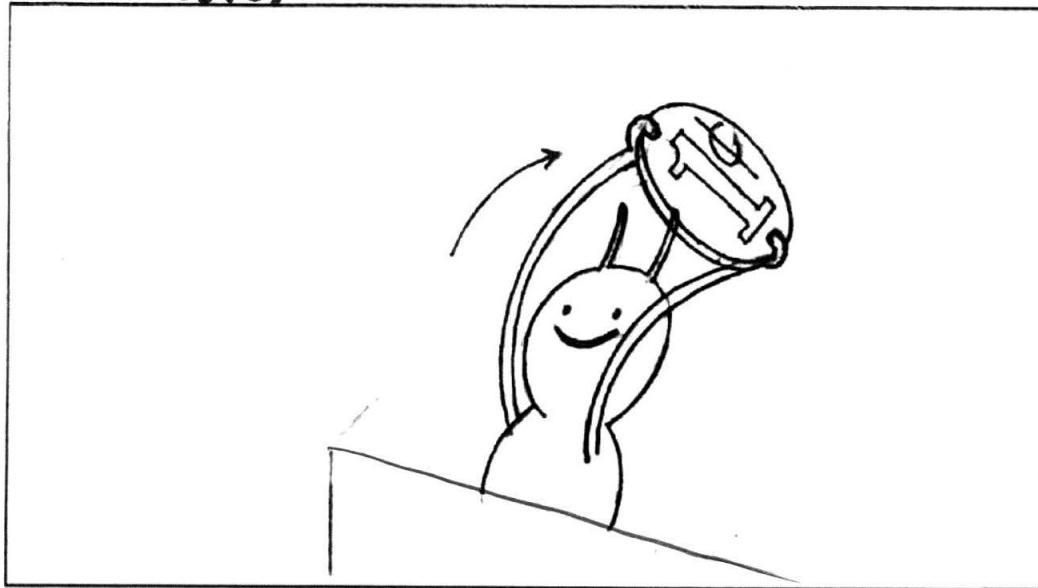
day night

Sc. 157 cont

Pnl. D

Bg.

day night



Dialog:

someone in audience cont: - Yoooouuuu

another person in audience: This is great!

*applause and laughter in background

Action:

ANTIC. THROW

THROW.

Timing:

DEC 13 2013

Production :

EPISODE #

1025/162

1025/162

ADVENTURE TIME

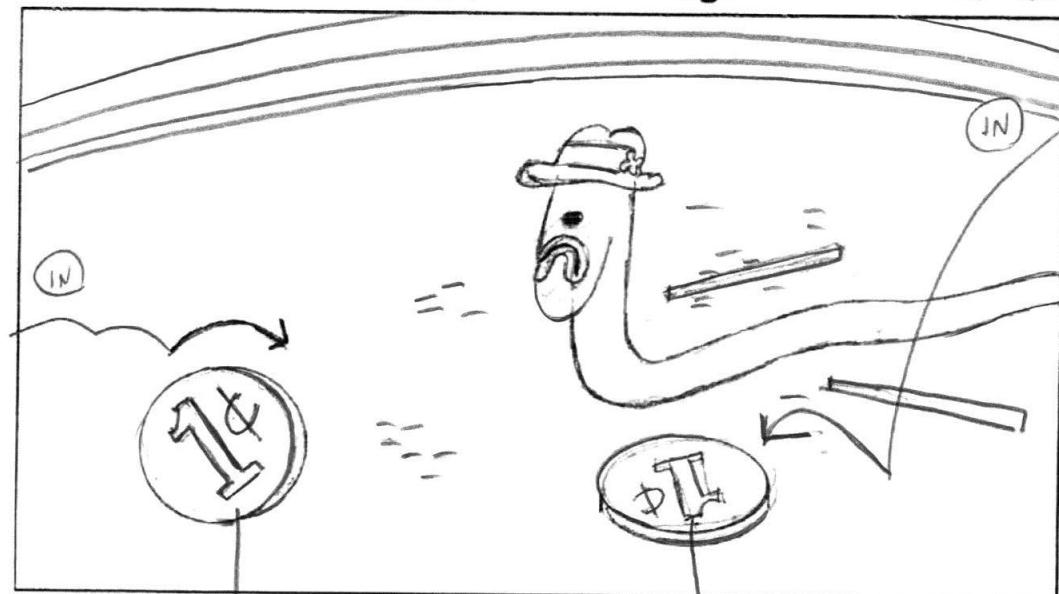


Sc. 158

Pnl. A

Bg.

day night

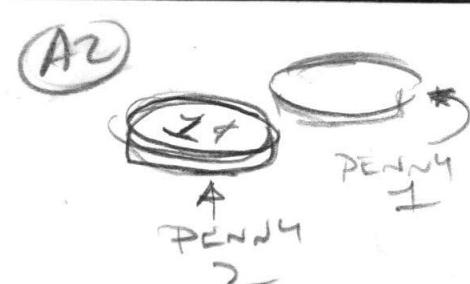


Dialog:

PENNY
2

PENNY
1

Action: ON BLUE NOSE.
PENNY ROLLS IN.



Timing:

Sc. 158 cont

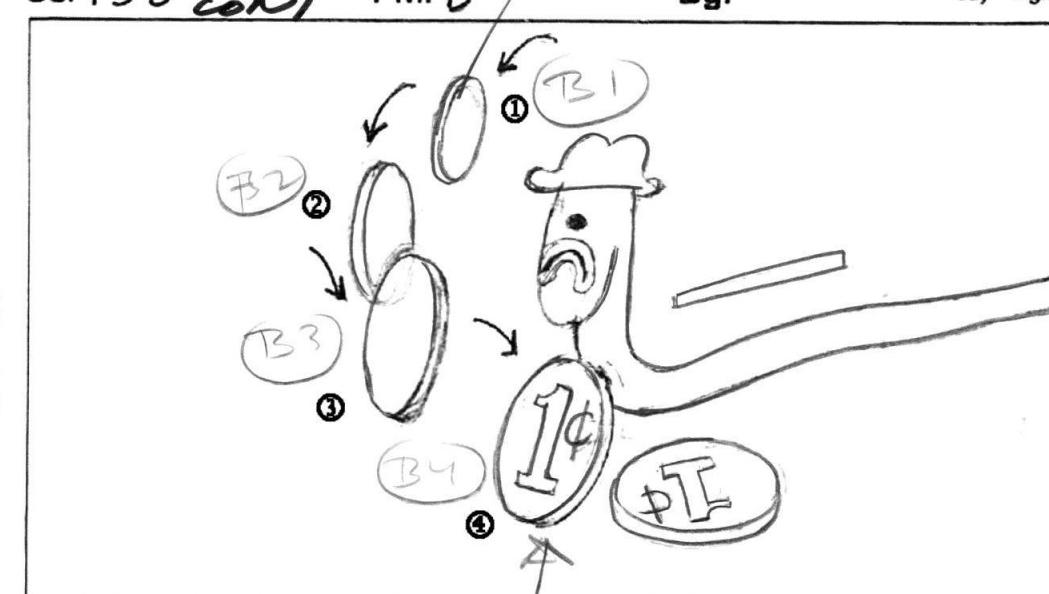
Pnl. B

Bg.

day night

#3

Page 406



PENNY
3

ANOTHER PENNY ROLLS IN.

DEC 13 2013

EPISODE #

Production :

ADVENTURE TIME



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1025/162

Sc. 158 cont Pnl. C

Bg.

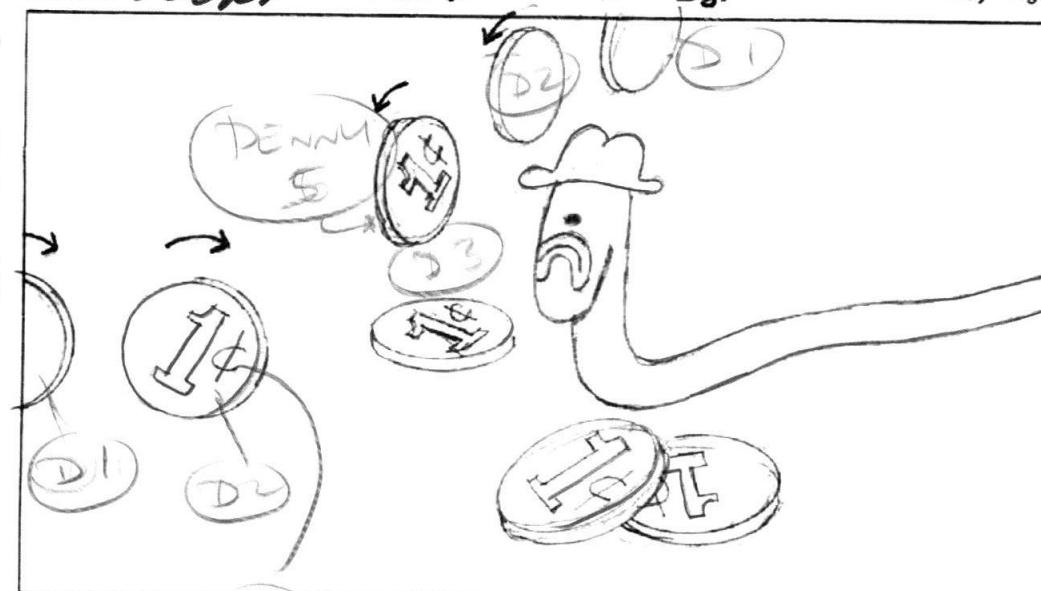
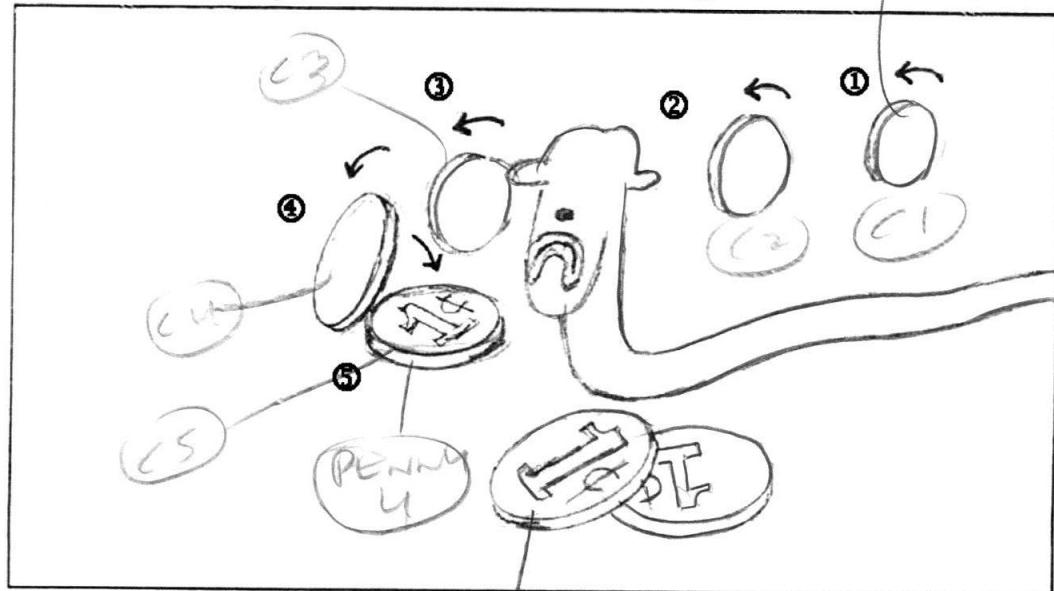
day night

Page 407

Bg.

day night

Sc. 158 cont Pnl. D



Dialog:

PENNY 3

PENNY 6

Action:

ANOTHER PENNY ROLLS IN.

TWO MORE PENNIES ROLL IN.
(CUT ON ACTION.)

Timing:

DEC 13 2013

EPISODE #

Production:

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ADVENTURE TIME



Page 408

Sc. 158A

Pnl. A

Bg.

day night

Sc. 158A cont Pnl. B

Bg.

day night

COIN
ROLLS
OUT

ground

www.ijerpi.org



Dialog:

PENNY

Action: ON BLUE NOSE LOOKING SAD.

BLUE NOSE SAGS A BIT.

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Timing:

Production :

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1025/162

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ADVENTURE TIME



Page 409

Sc. 158A CONT Pnl. C

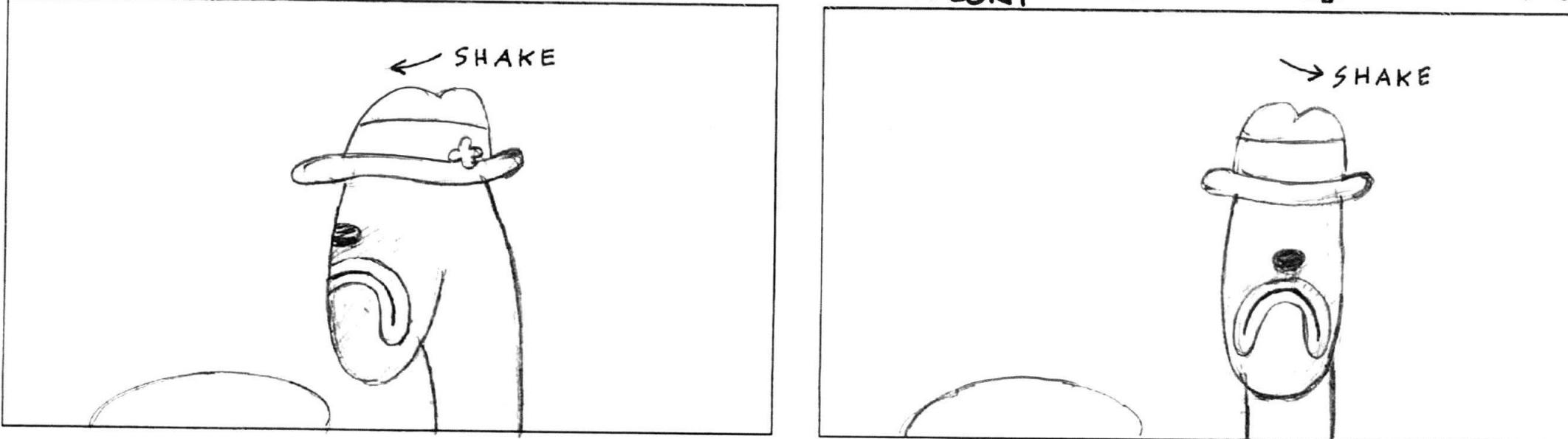
Bg.

day night

Sc. 158A CONT Pnl. D

Bg.

day night



Dialog:

Action: BLUE NOSE SHAKES HIS HEAD SADLY. (CYCLE.)
HE HAS SOLD OUT!

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

ADVENTURE TIME



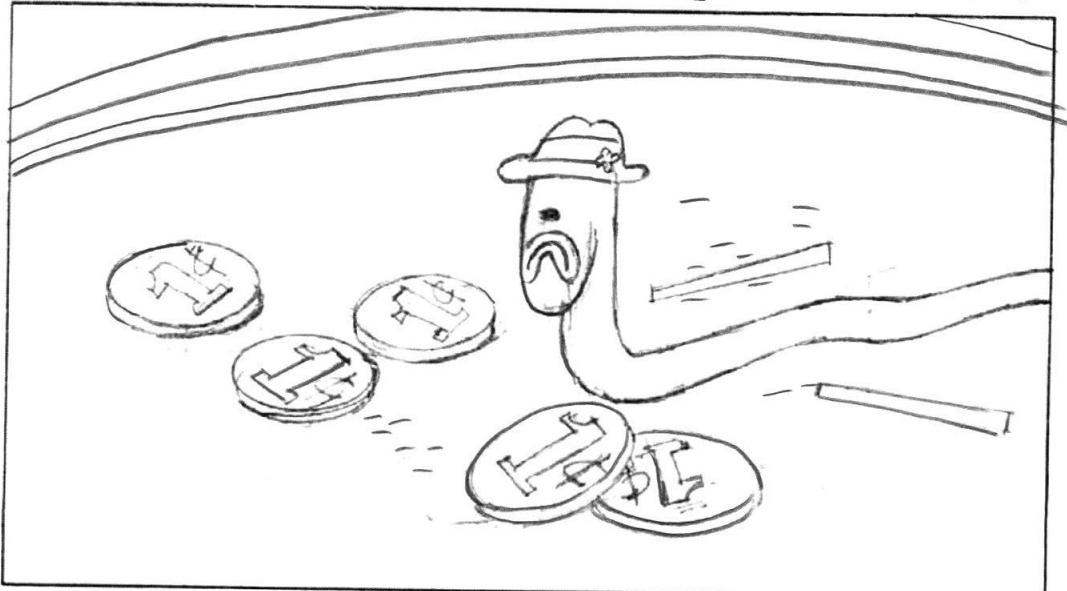
Page 410

Sc. 158B

Pnl. A

Bg.

day night

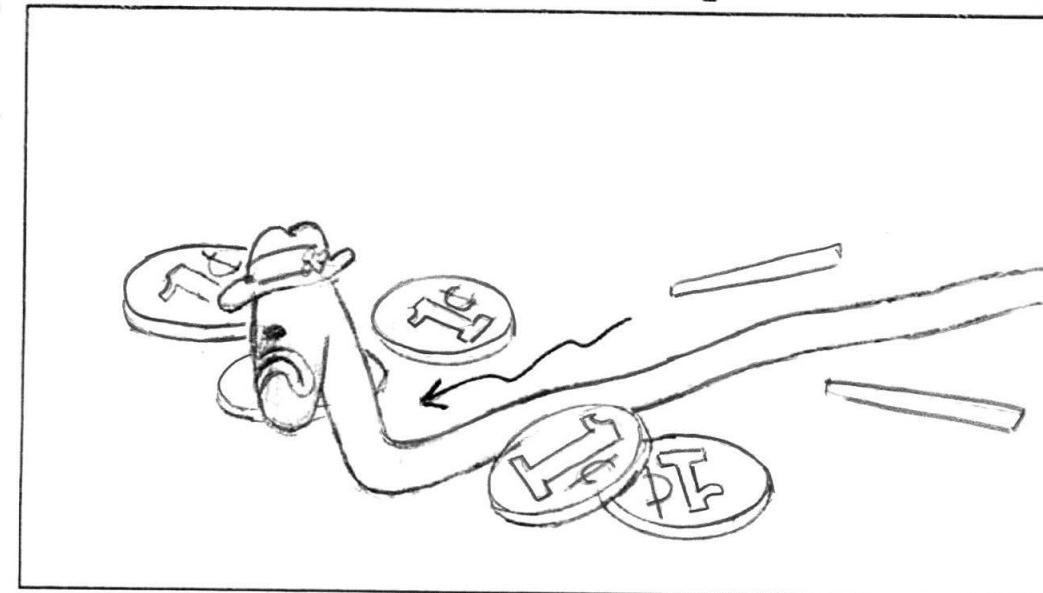


Sc. 158B cont

Pnl. B

Bg.

day night



Dialog:

Action: BACK TO WIDE SHOT OF B.N.

B.N. WALKS OUT, SADLY.

DEC 13 2013

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Page 411

Sc. 158B *cont* Pnl. C

Bg.

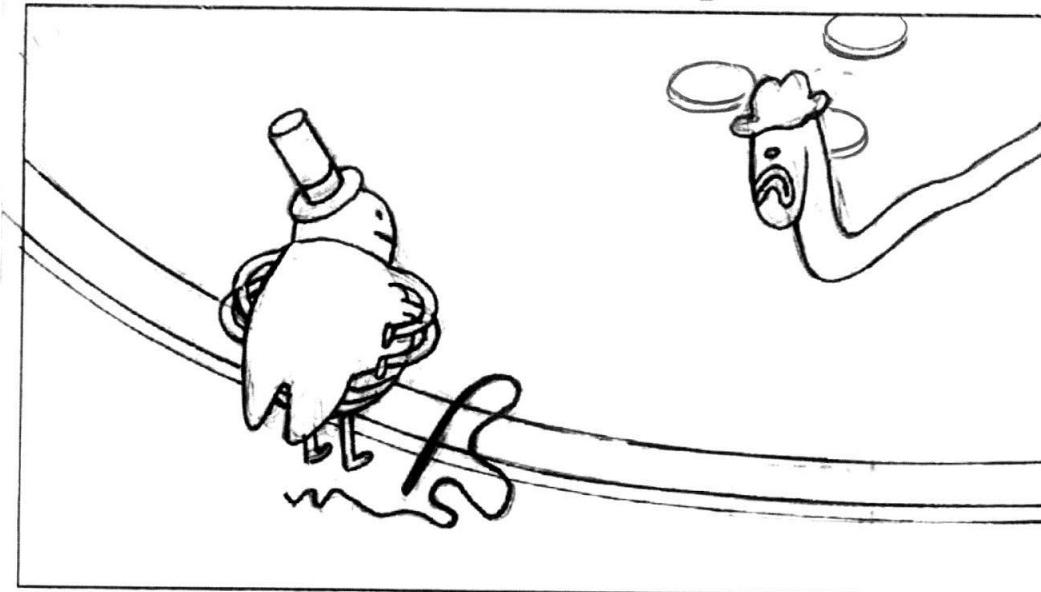
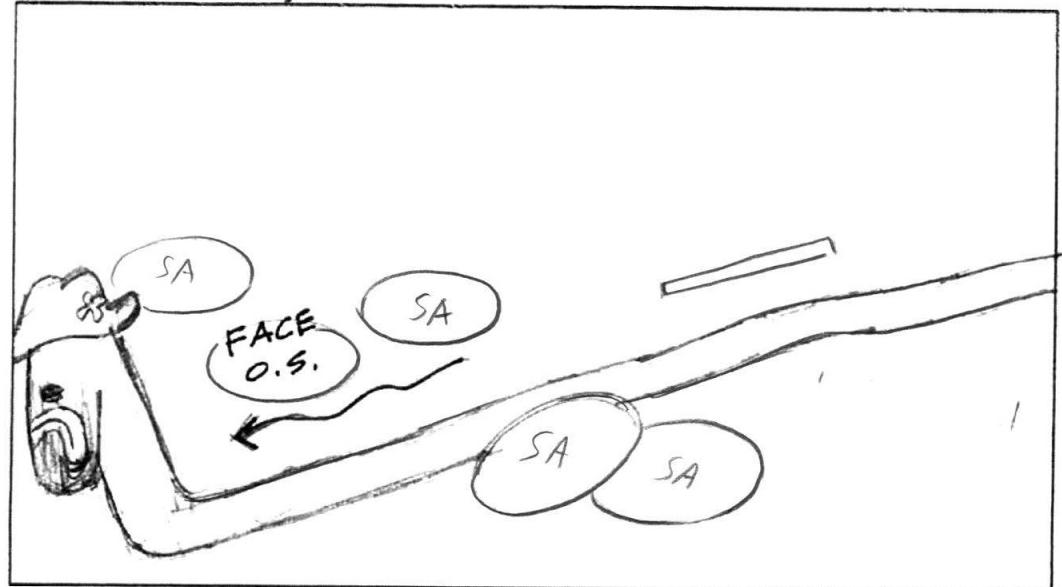
day night

Sc. 159

Pnl. A

Bg.

day night



Dialog:

Action:

ON RINGMASTER STANDING BY THE RING.
BLUE NOSE WALKS UP TO RINGMASTER.

Timing:

DEC 13 2013

EPISODE #

Production :

ADVENTURE TIME



Page 412

Sc. 159 cont

Pnl. B

Bg.

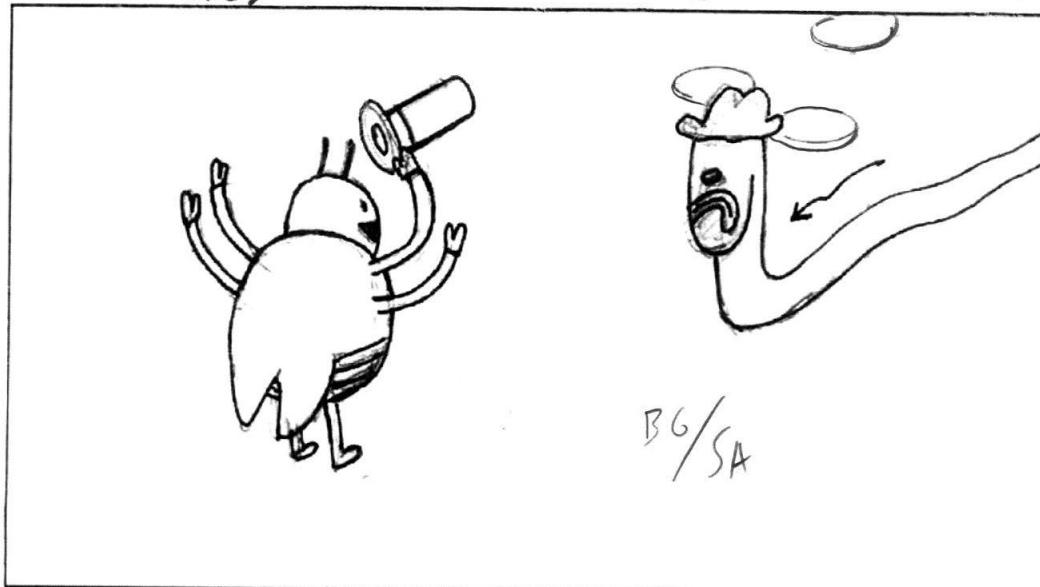
day night

Sc. 159 cont

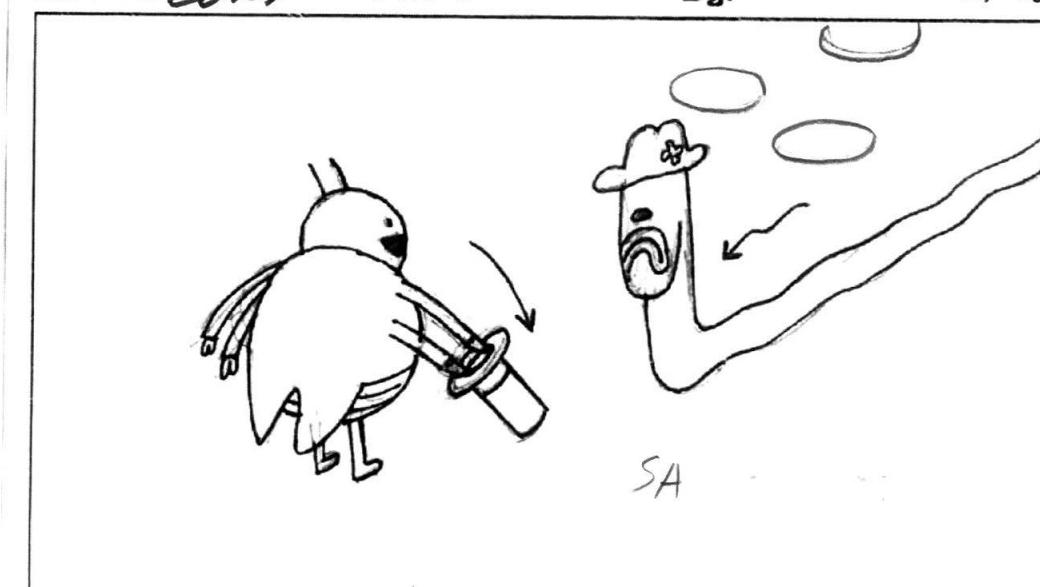
Pnl. C

Bg.

day night



BG/SA



SA

Dialog: RINGMASTER: Ho Ho - *Lauging*

RINGMASTER: you were great, kid!

Action: RINGMASTER TALKS HAPPILY TO B.N.,
PRAISING THE PERFORMANCE.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page 413

Sc. 159 cont Pnl. D

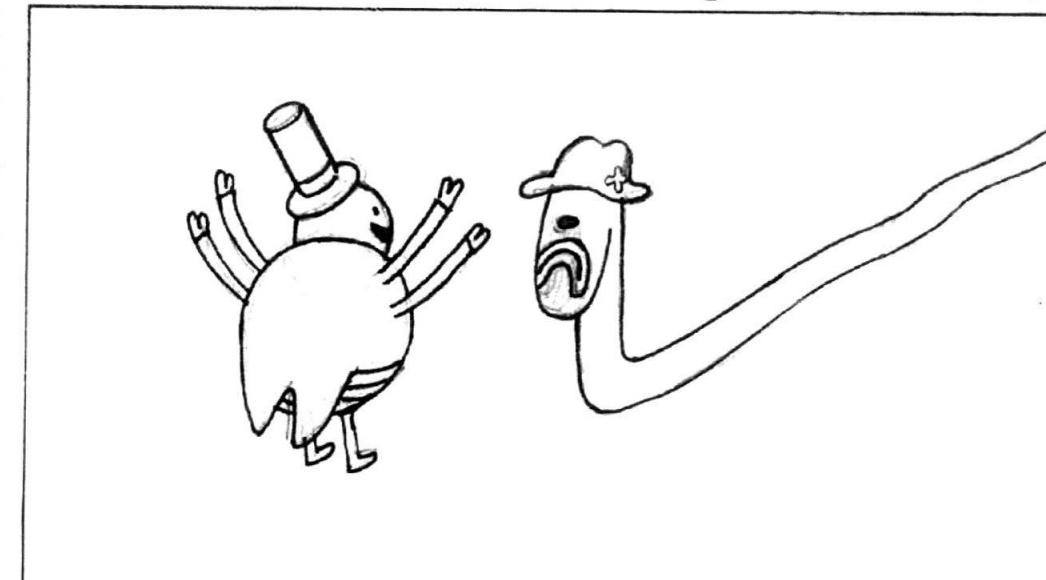
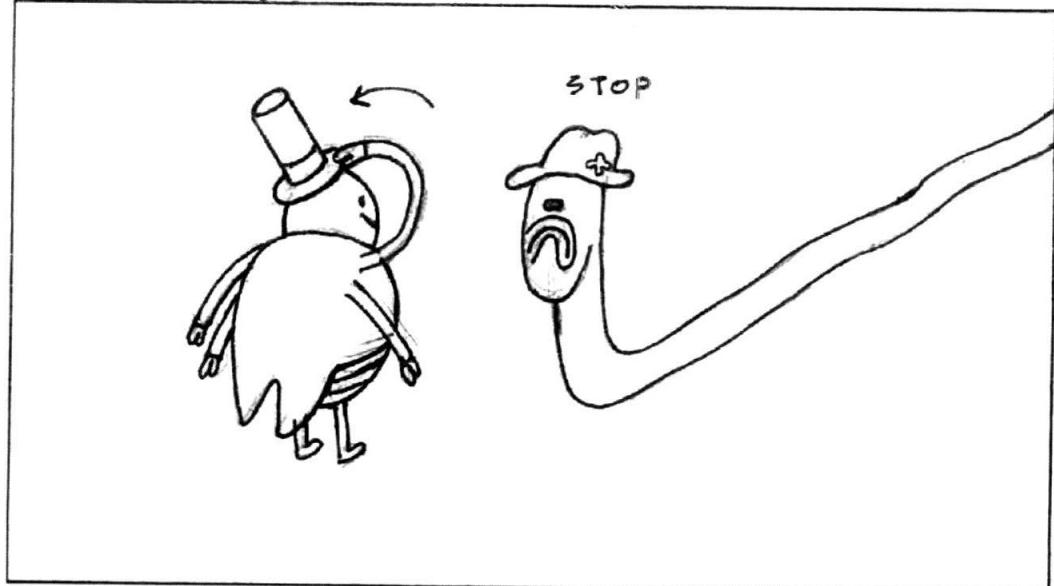
Bg.

day night

Sc. 159 cont Pnl. E

Bg.

day night



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Dialog:

RINGMASTER: THAT'S WHAT I'M TALKING ABOUT!

Action:

Timing:

DEC 13 2013

Production :

EPISODE #

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ADVENTURE TIME



Page 414

Sc. 159 cont Pnl. F

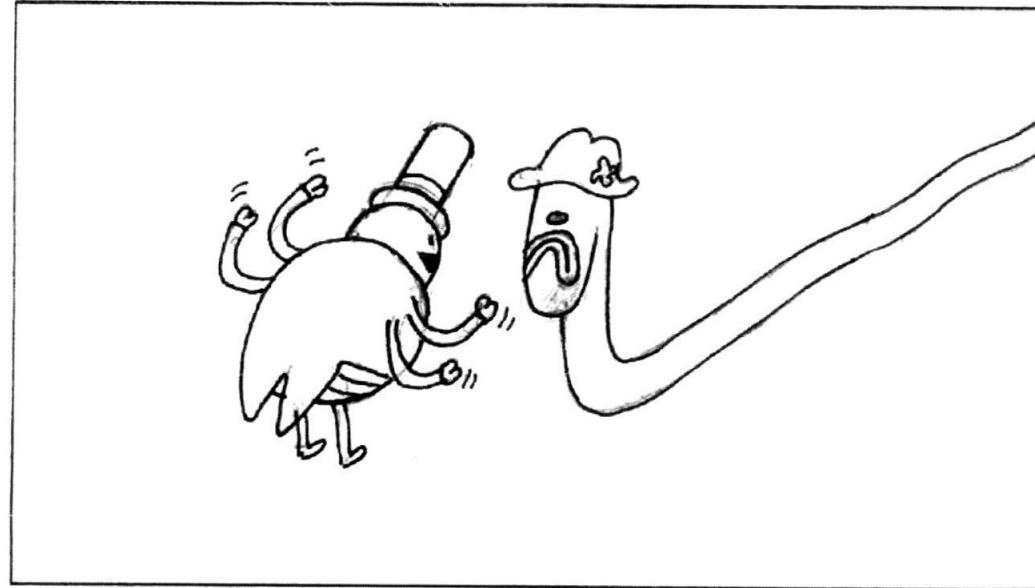
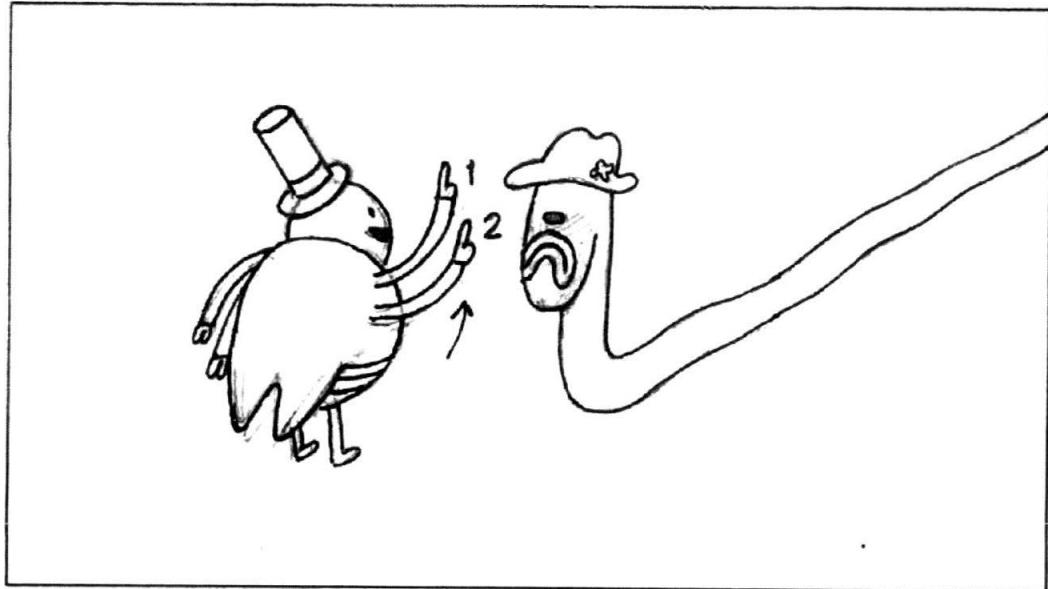
Bg.

day night

Sc. 159 cont Pnl. G

Bg.

day night



Dialog: RINGMASTER: WITH YOU AND THE CHIPMUNK
1 2
IN THE SHOW,

RINGMASTER: we're gonna have a real

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

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ADVENTURE TIME



Page 415

Sc. 159 cont

Pnl. H

Bg.

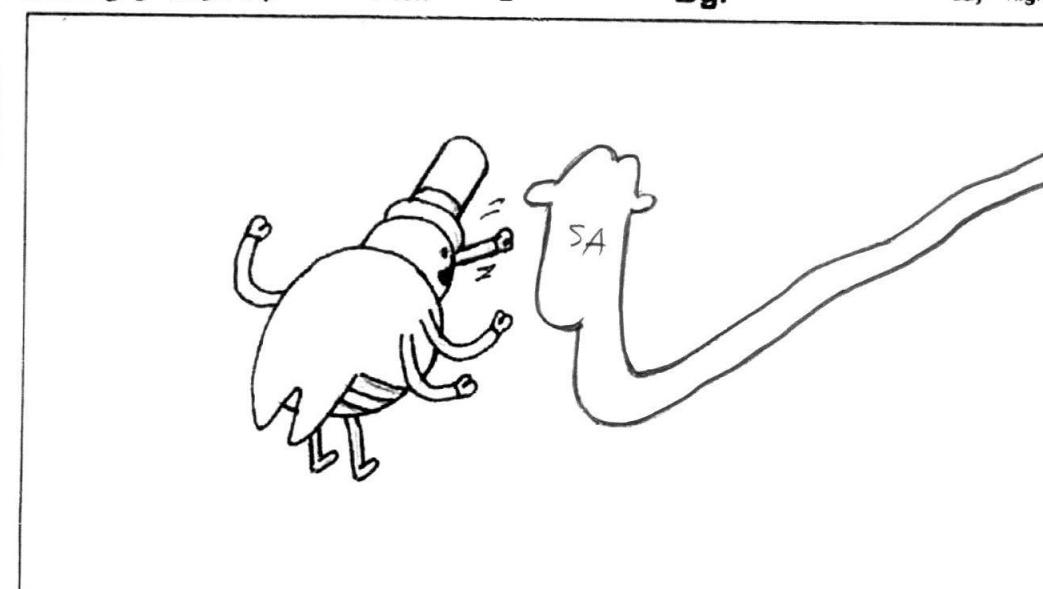
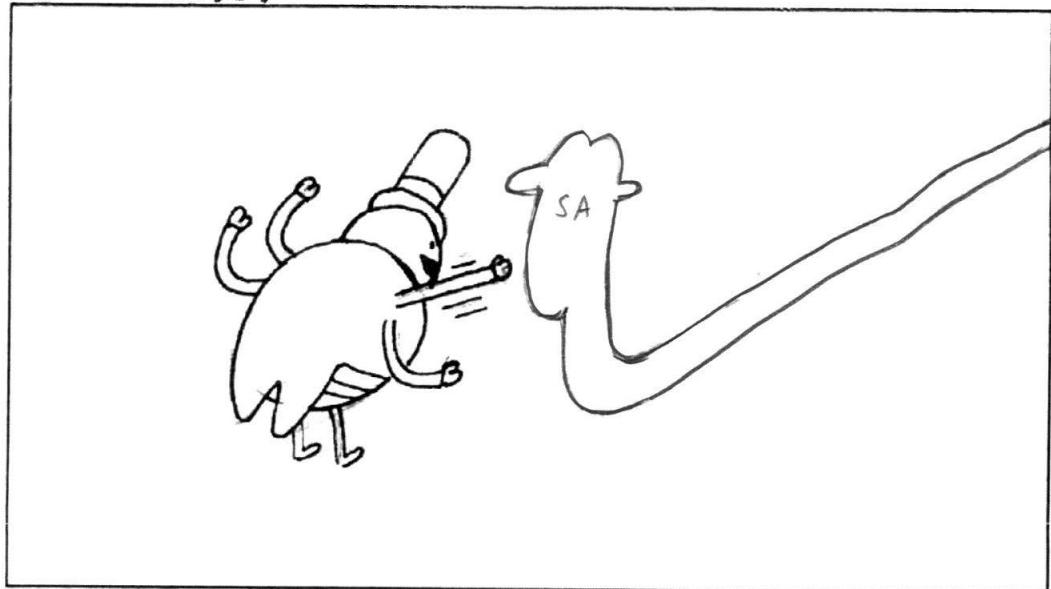
day night

Sc. 159 cont

Pnl. I

Bg.

day night



Dialog:

RINGMASTER:

ONE

RINGMASTER:

TWO

Action:

Timing:

DEC 13 2013

1025/162

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ADVENTURE TIME



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Sc. 159 cont Pnl. J

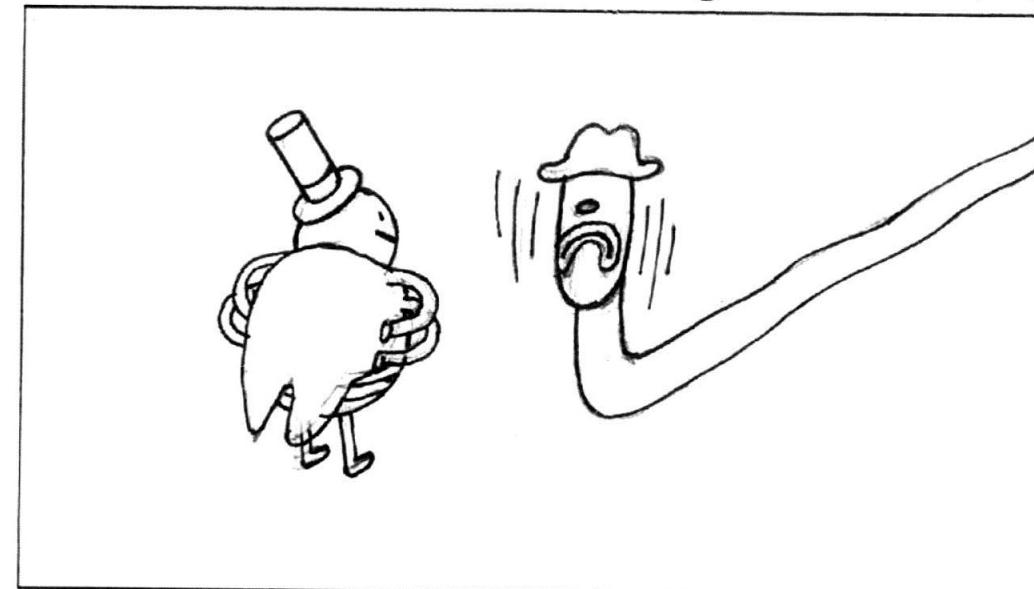
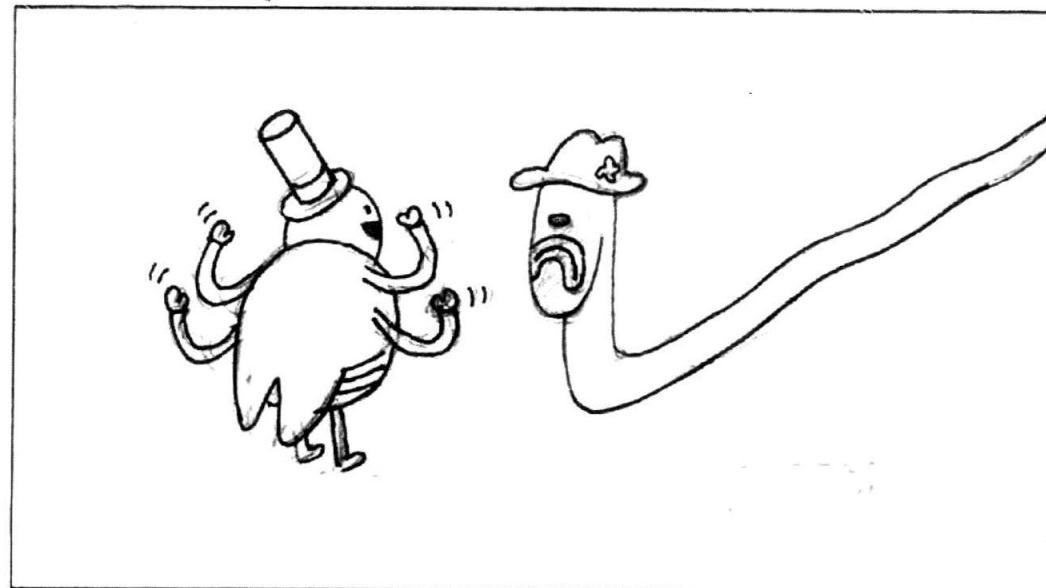
Bg.

day night

Sc. 159 cont Pnl. K

Bg.

day night



Dialog: RINGMASTER: PUNCH!

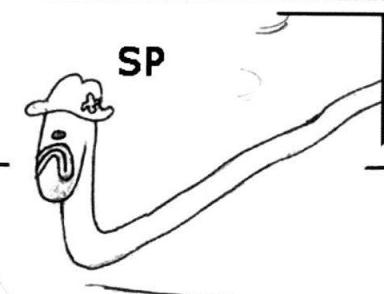
Action:

- SETTLE RINGMASTER.

- BLUE NOSE BEGINS TO SHAKE WITH ANGER.

DEC 13 2013

Timing:



EPISODE #

Production :

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1025/162

ADVENTURE TIME



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Sc. 159 cont

Pnl. L

Bg.

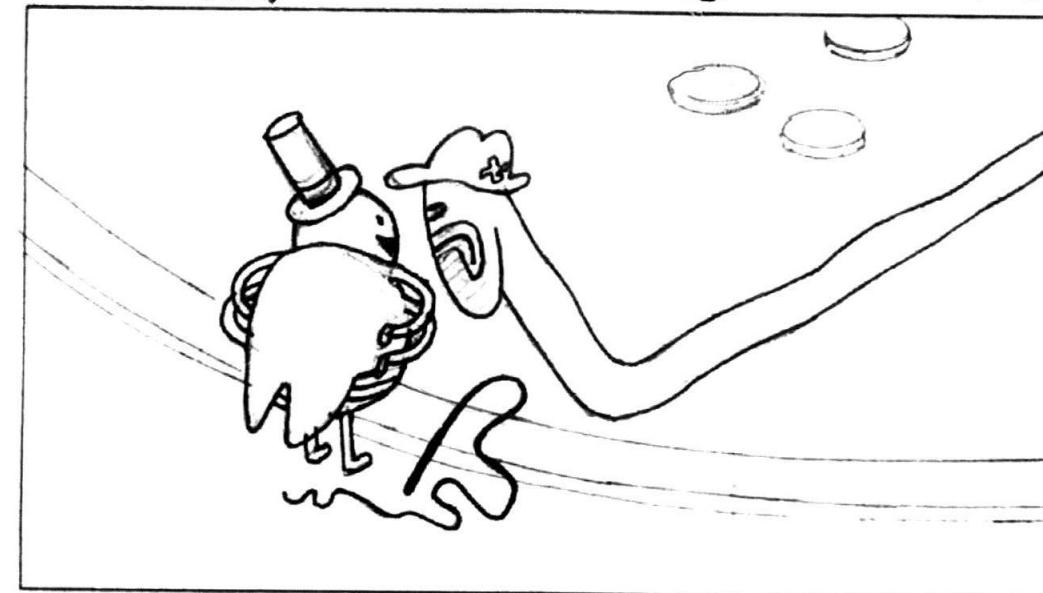
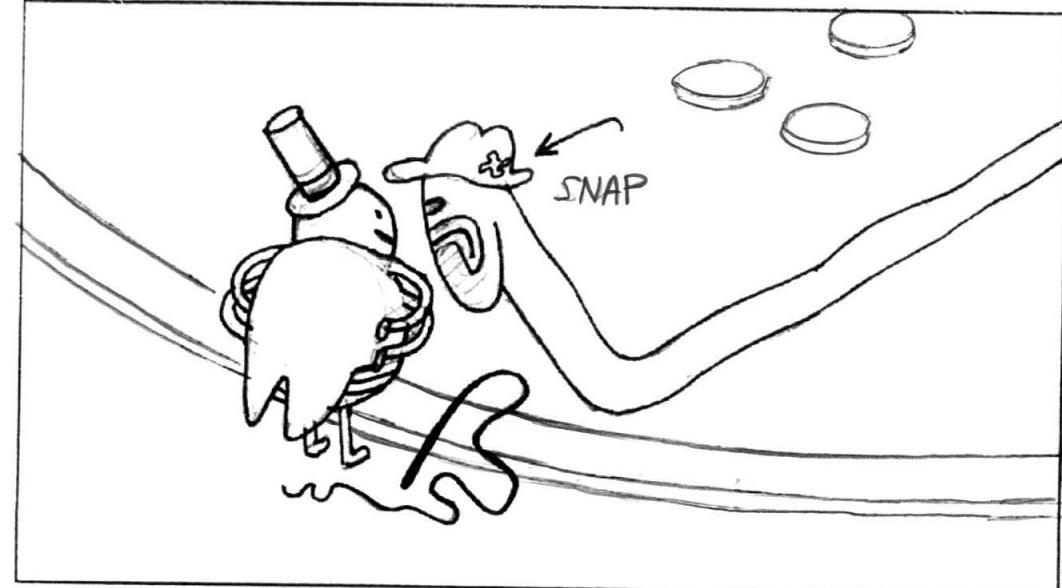
day night

Sc. 159 cont

Pnl. M

Bg.

day night



Dialog:

RINGMASTER: HEYYY...
(LIKE "C'MON")

Action:

BLUE NOSE QUICKLY GOES INTO AN
EYE-TO-EYE POSE WITH RINGMASTER.

DEC 13 2013

Timing:

EPISODE #

Production :

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ADVENTURE TIME



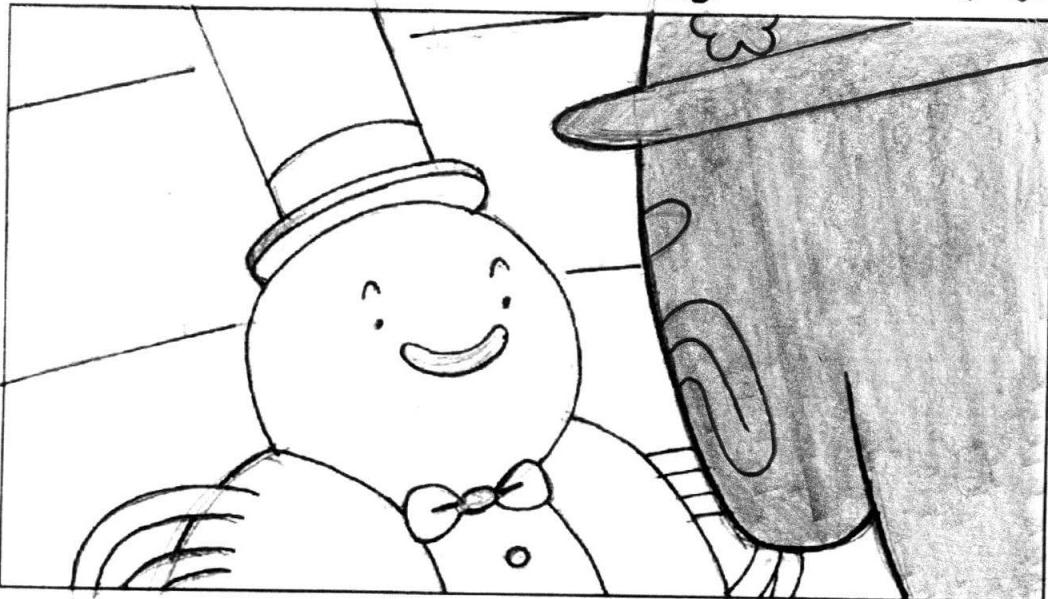
Page 418

Sc. 159A

Pnl. A

Bg.

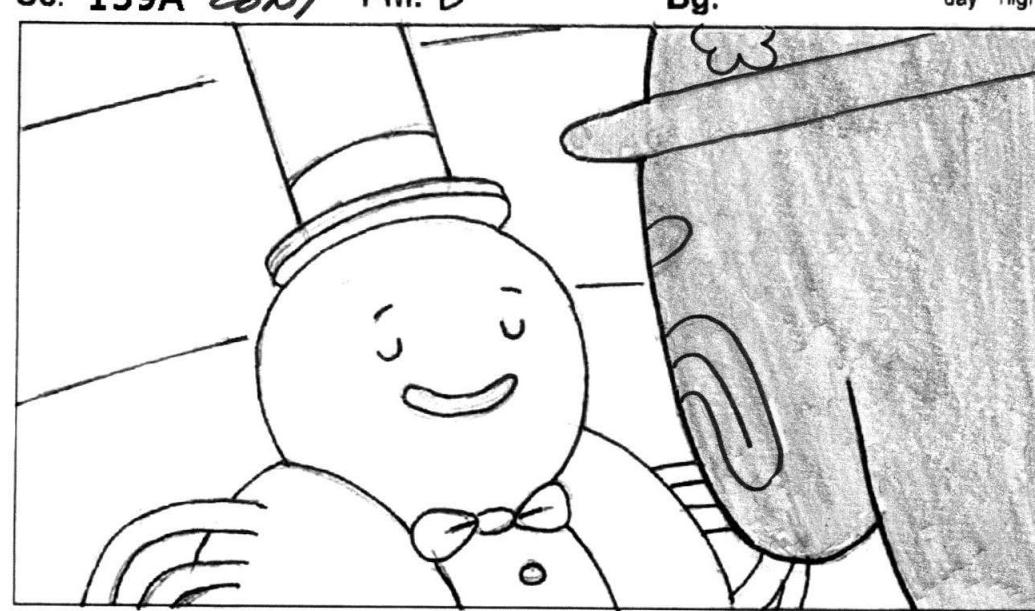
day night



Sc. 159A cont Pnl. B

Bg.

day night



Dialog: RINGMASTER: I KNOW

RINGMASTER: WHAT I SAID

Action: CUT TO CLOSE SHOT OF RINGMASTER
LOOKING HAPPY AND SMUG.

DEC 13 2013

Timing:

EPISODE #

Production:

1025/162

1025/162

ADVENTURE TIME

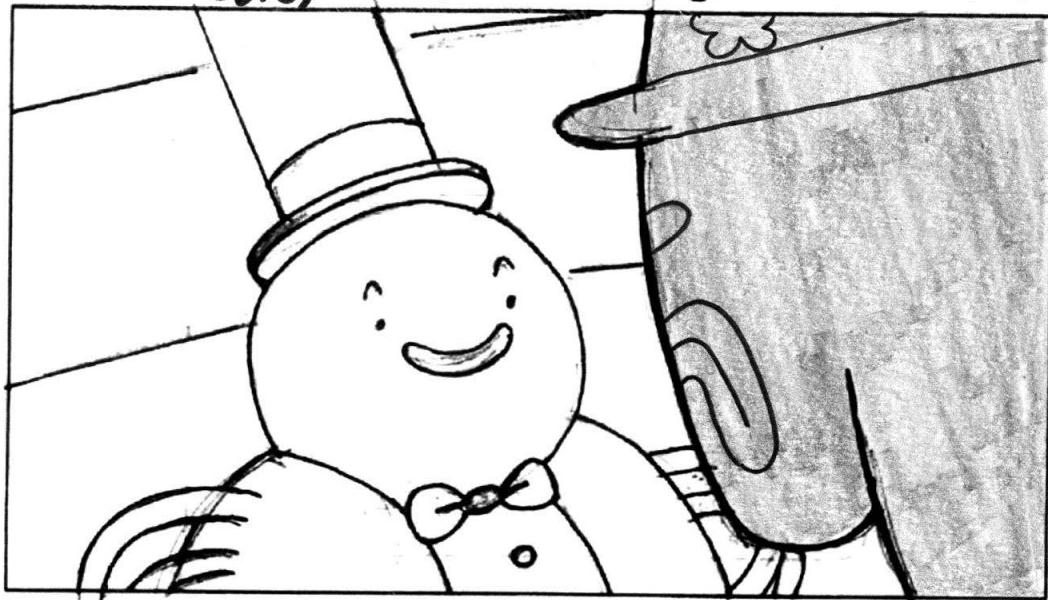


Page 419

Sc. 159A CONT Pnl. C

Bg.

day night

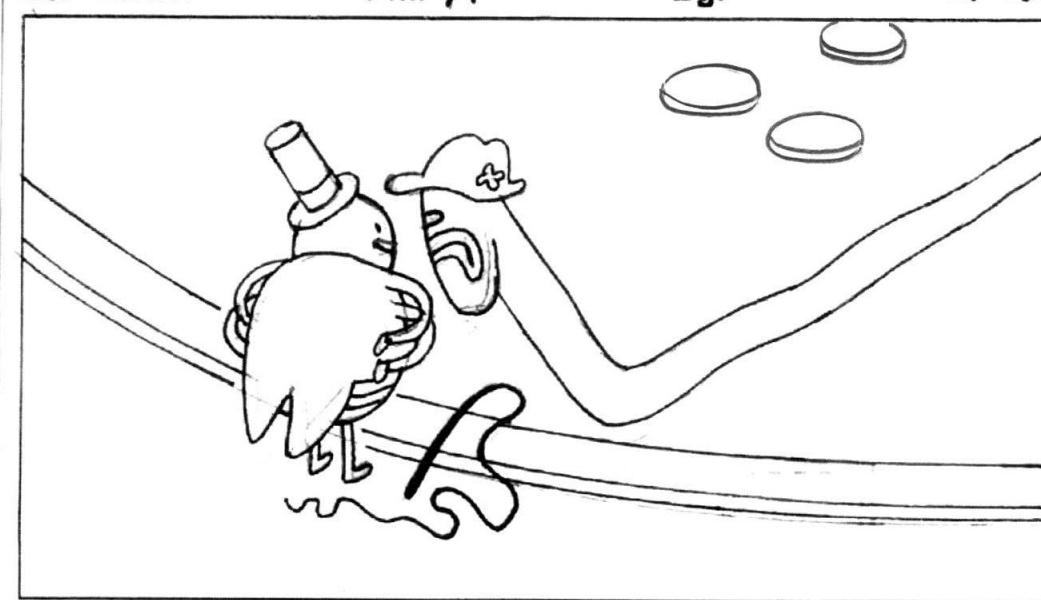


Sc. 159B

Pnl. A

Bg.

day night



Dialog: RINGMASTER: but I WANNA SEE HOW MANY
BOXCARS THIS GRAVY TRAIN
HAS ON IT!

Action:

CUT BACK TO WIDE SHOT (S.A. SC. 59)

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

ADVENTURE TIME

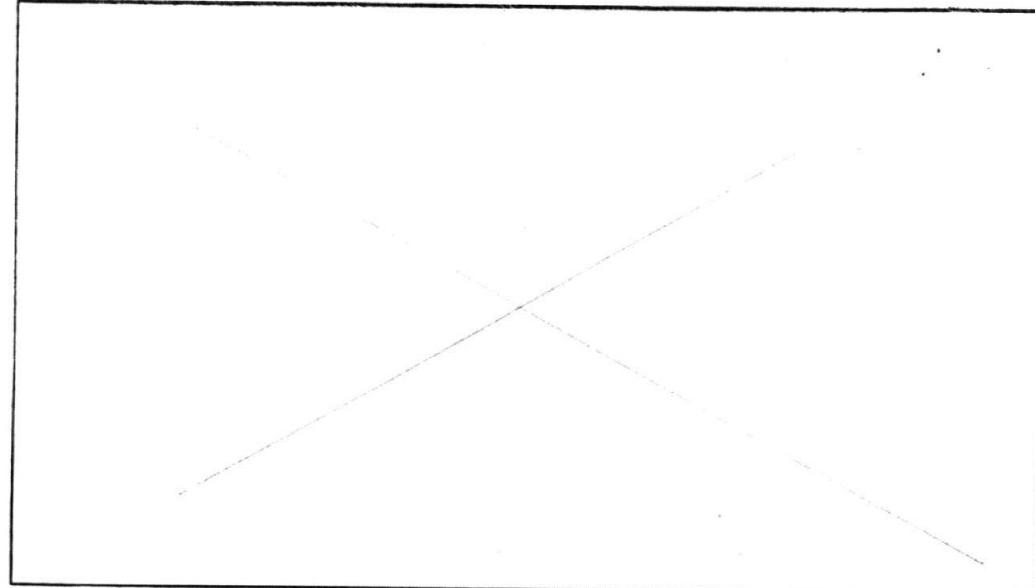
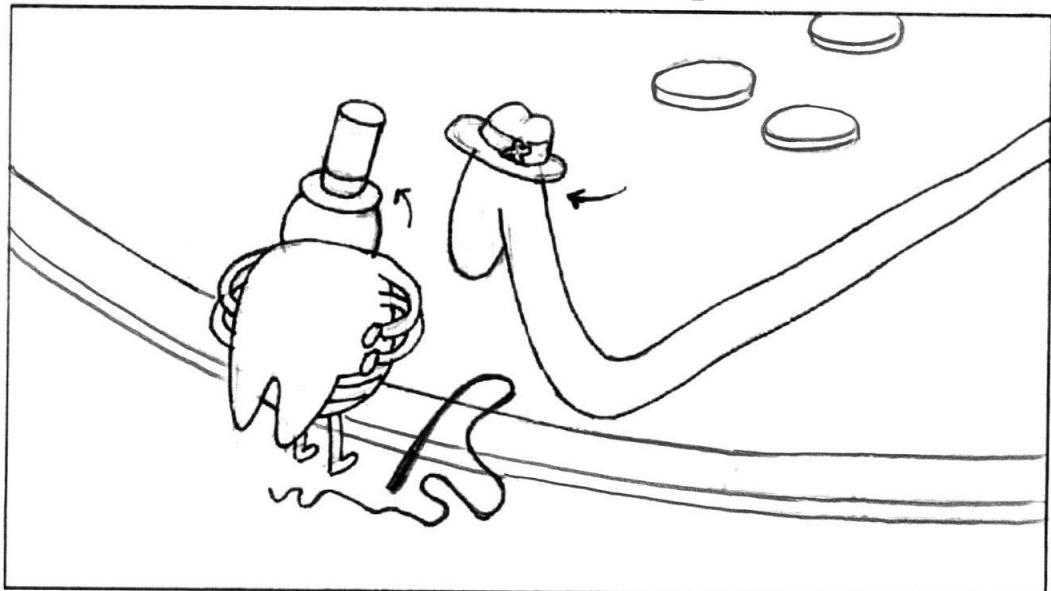


Page 420

Sc. 159B cont Pnl. B

Bg.

day night



Dialog:

MUSIC: GORALINA MUSIC
(AS IN SC. 73)

Action: RINGMASTER AND BLUE NOSE LOOK TO O.S.
ENTRANCE OF GORALINA.

END
OF
ACT 2

DEC 13 2013

Timing:

EPISODE #

Production :

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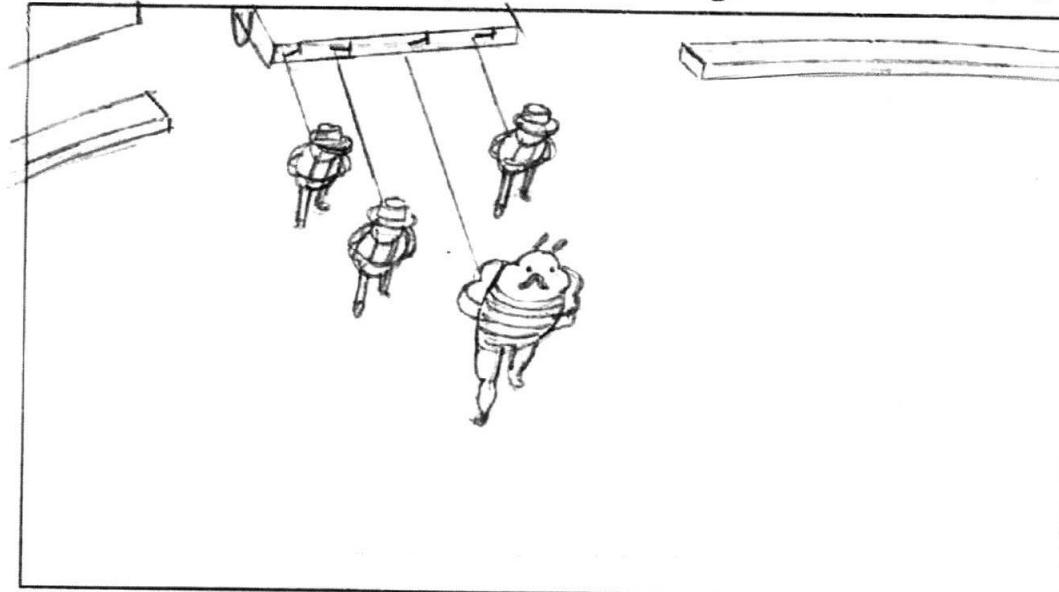
START OF ACT 3 ADVENTURE TIME

Sc. 160

Pnl. A

Bg.

day night



Dialog: MUSIC: GORALINA MUSIC.

Action: - MUSCLEMAN AND THREE ROUSTABOUTS
PULL A WHEELED PLATFORM...
- CAMERA: PAN UP TO GORALINA

Timing:

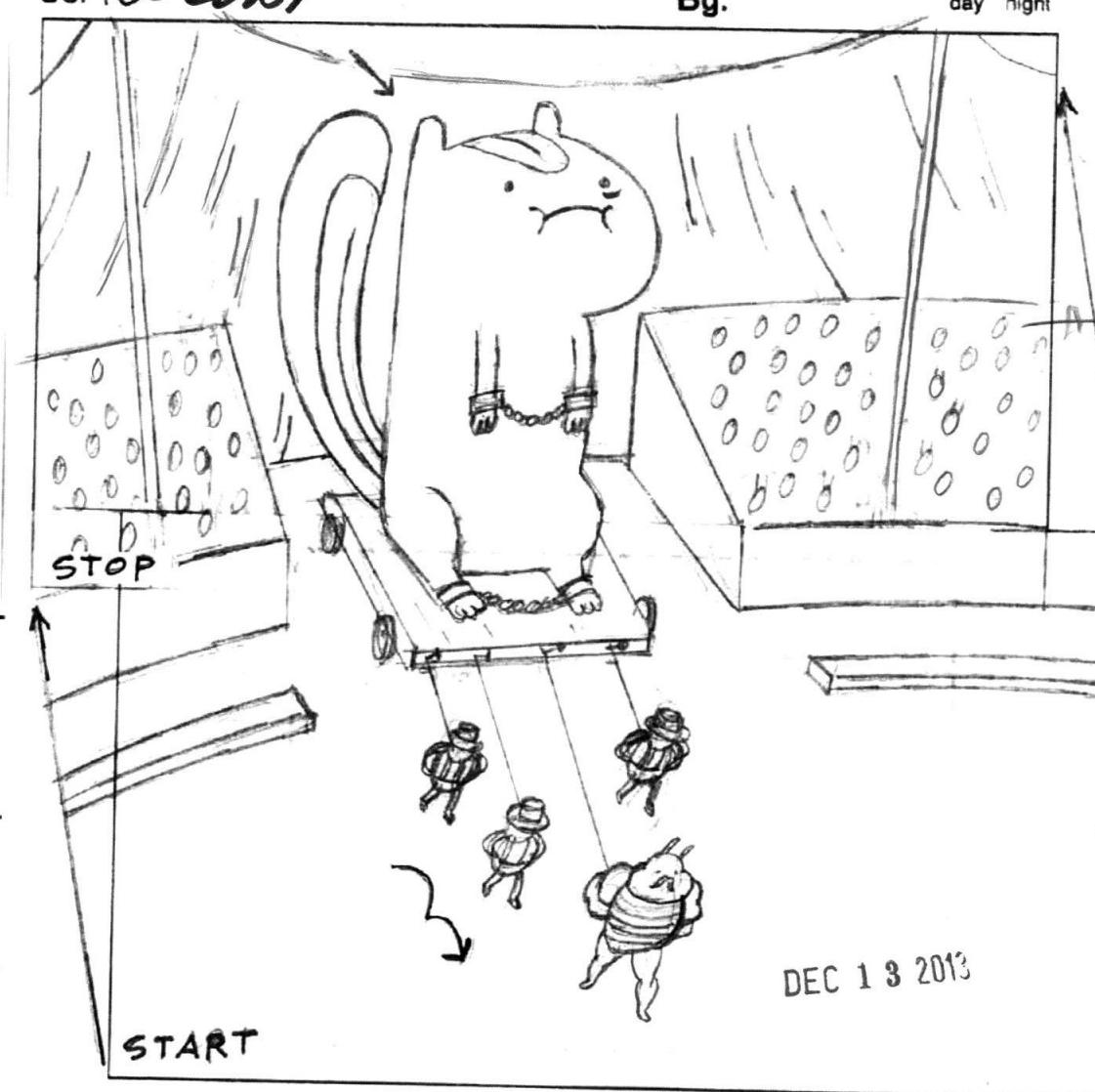


Sc. 160 CONT

Bg.

day night

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ADVENTURE TIME

Sc. 160 CONT

Pnl. C

Bg.



day night

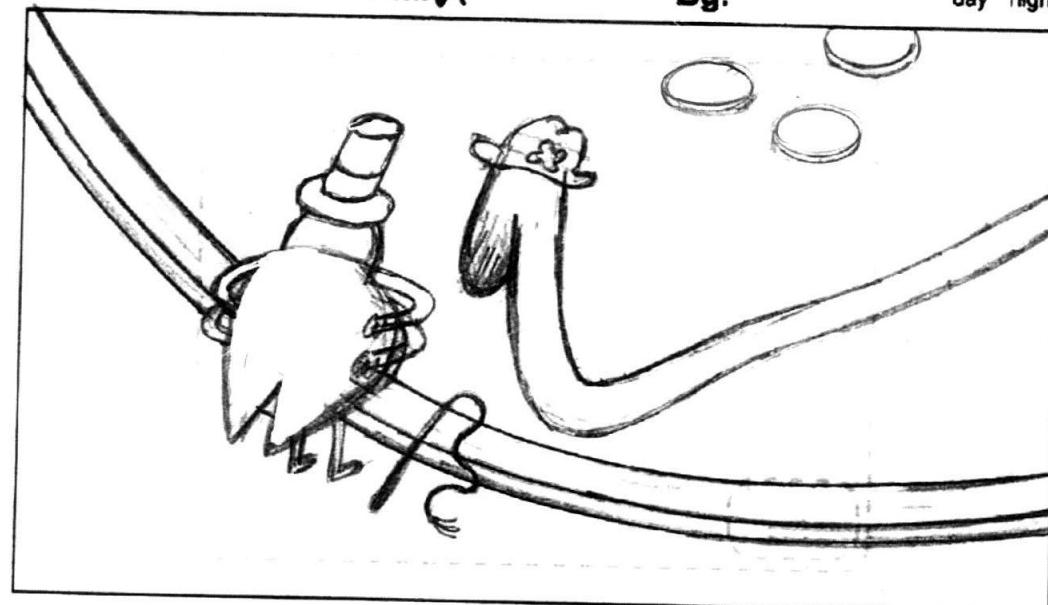
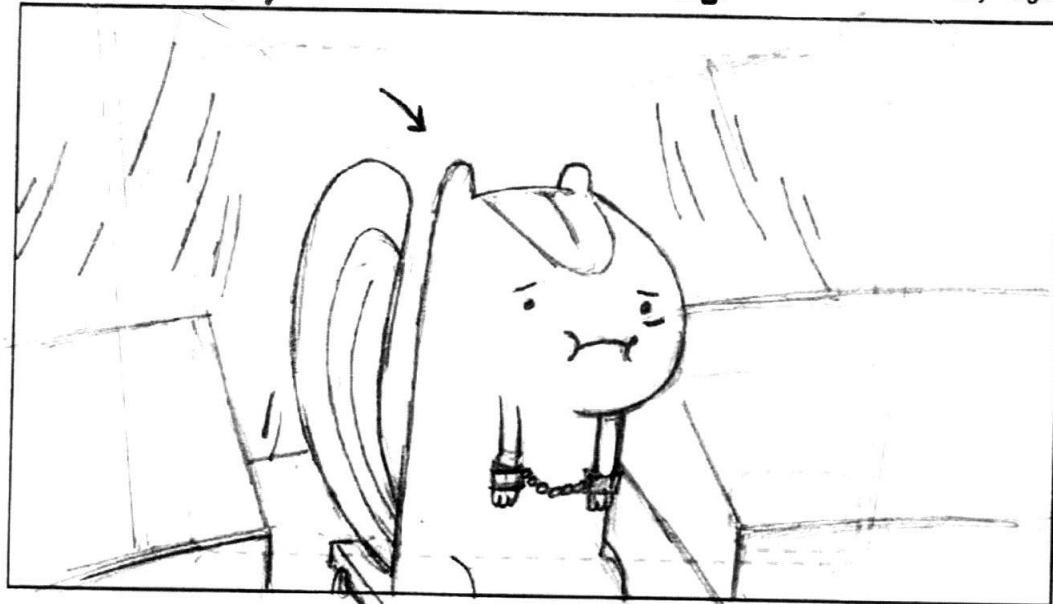
Sc. 161

Pnl. A

Bg.

Page 422

day night



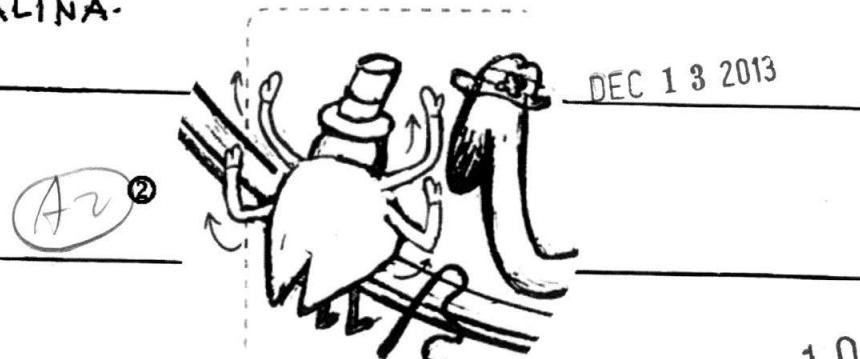
Dialog:

RM: Look at her, it's like looking at a big
sad -

Action: GORALINA LOOKS SAD.

RINGMASTER AND B.N. LOOKING AT O.S.
GORALINA.

Timing:



Production :

1025/162

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ADVENTURE TIME



Sc. 161 cont

Pnl. B

Bg.

day night

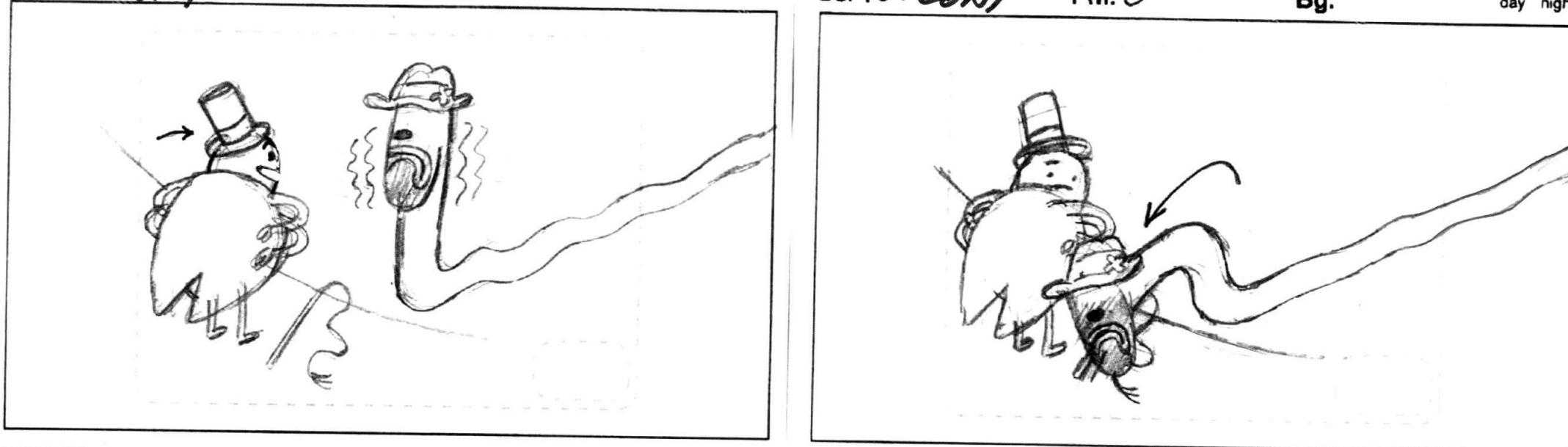
Sc. 161 cont

Pnl. C

Bg.

Page 423

day night



Dialog:

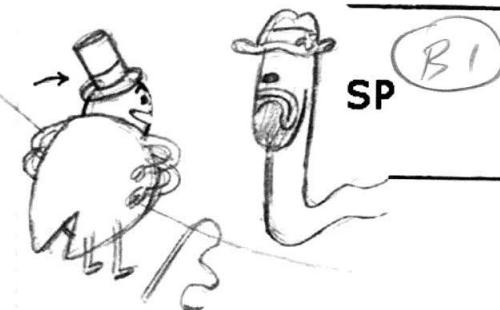
RM: dollar sign

Action: - B.N. TURNS, SHAKES ANGRILY.
- RINGMASTER TURNS, LOOKS SHEEPISH/INNOCENT.

B.N. GRABS WHIP, QUICKLY.

DEC 13 2013

Timing:



Production :

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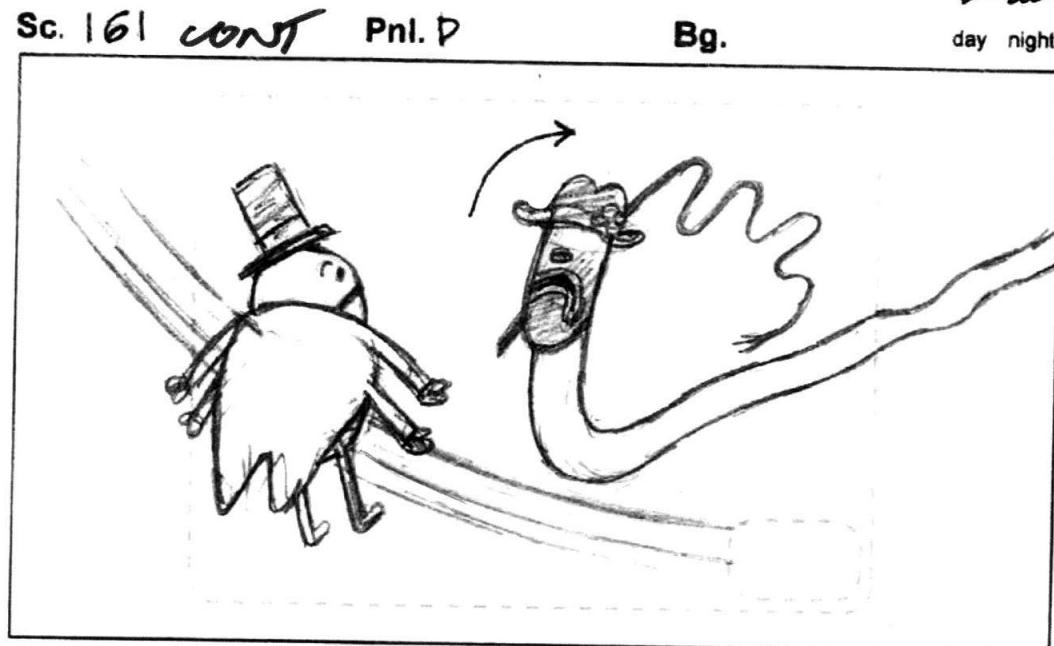
ADVENTURE TIME



Sc. 161 cont Pnl. D

Bg.

day night

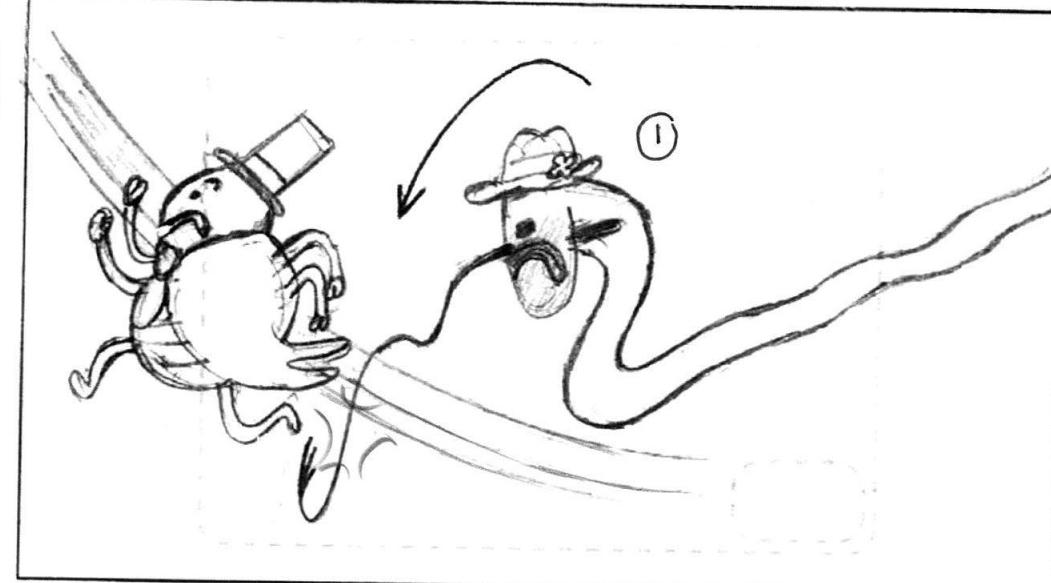


Sc. 161 cont Pnl. E

Bg.

day night

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Dialog:

RM: [GASP]

RINGMASTER = YIPE!

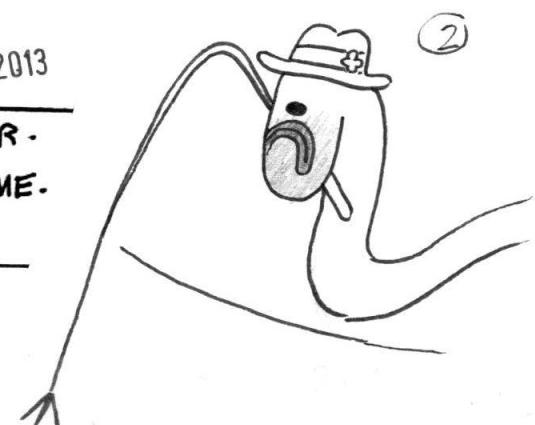
SFX: CRACK!

DEC 13 2013

Action: B.N. ANTICS WITH THE WHIP.

- B.N. TRIES TO RIP THE RINGMASTER.
- RINGMASTER JUMPS AWAY JUST IN TIME.

Timing:



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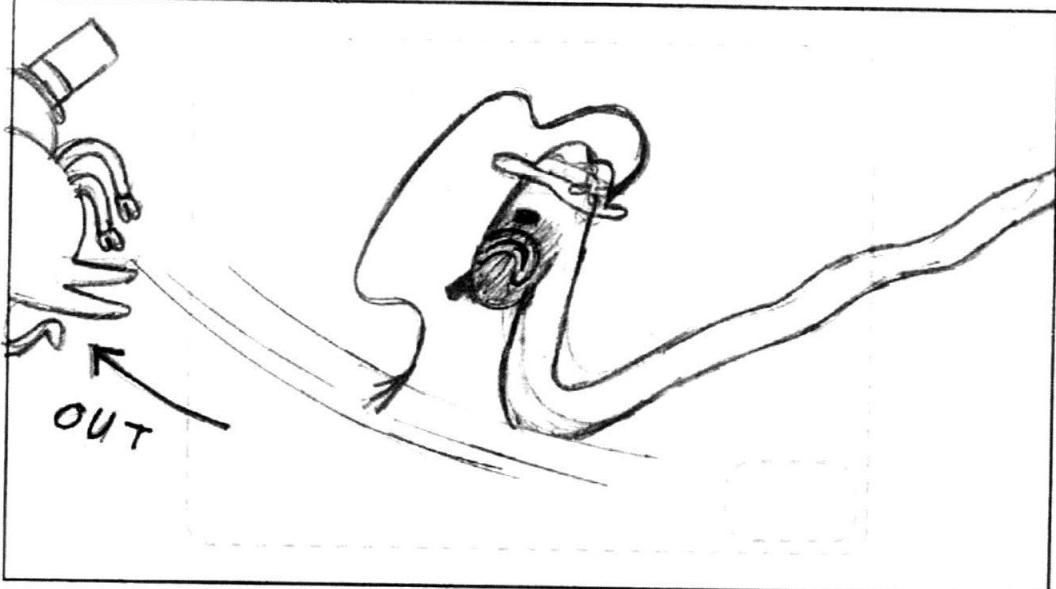
ADVENTURE TIME



Sc. 161 cont Pnl. F

Bg.

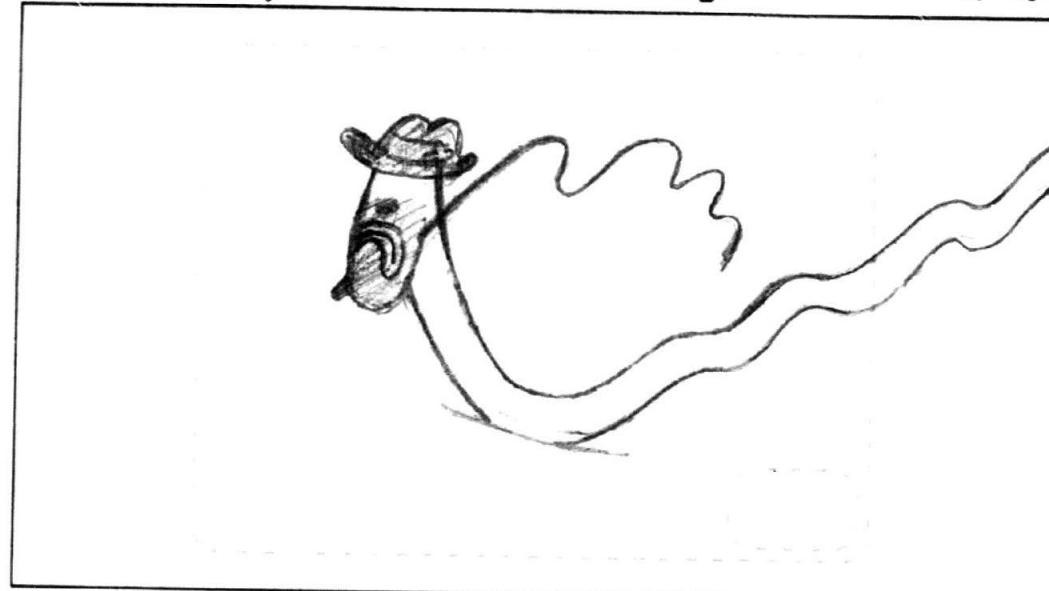
day night



Sc. 161 cont Pnl. G

Bg.

day night



Dialog:

Action:

B.N. CHASES AFTER RINGMASTER.

DEC 13 2013

Timing:

Production :

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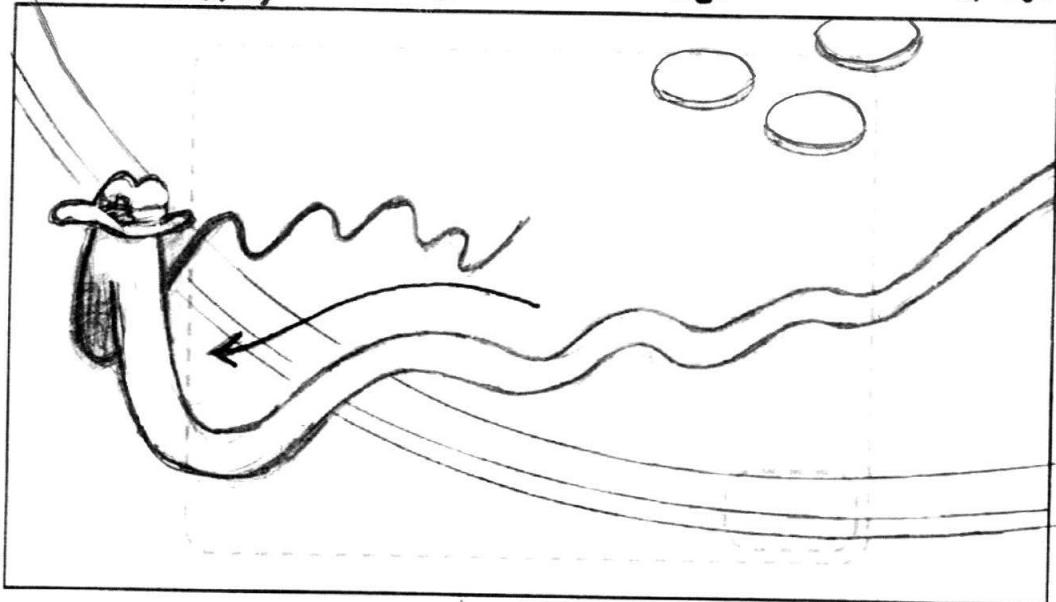
ADVENTURE TIME



Sc. 161 cont Pnl. H

Bg.

day night



Sc. 161 cont Pnl. I

Bg.

day night

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Dialog:

Action:

Timing:

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ADVENTURE TIME

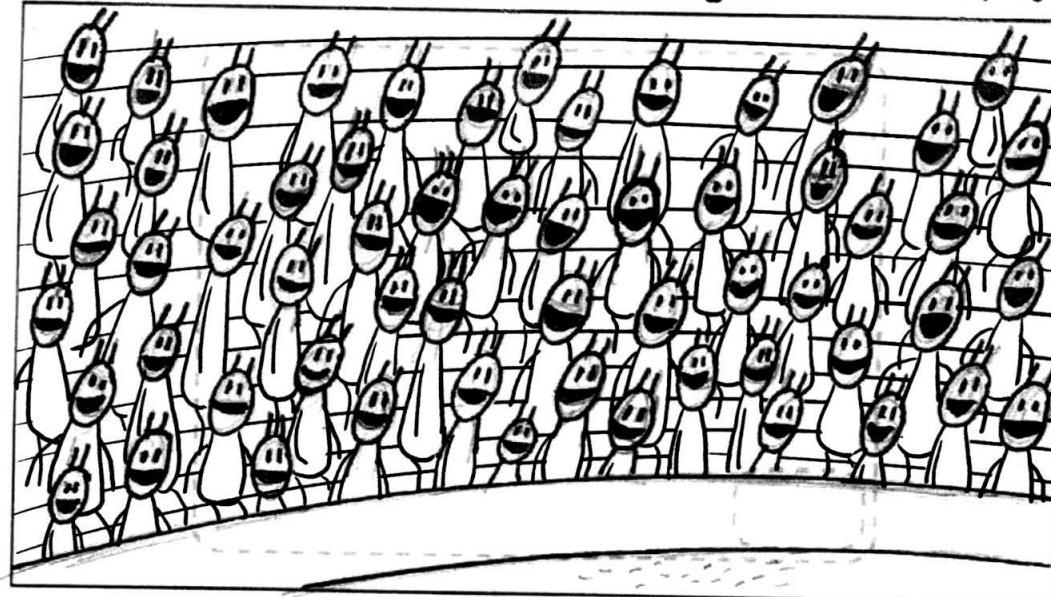


Sc. 162

Pnl. A

Bg.

day night



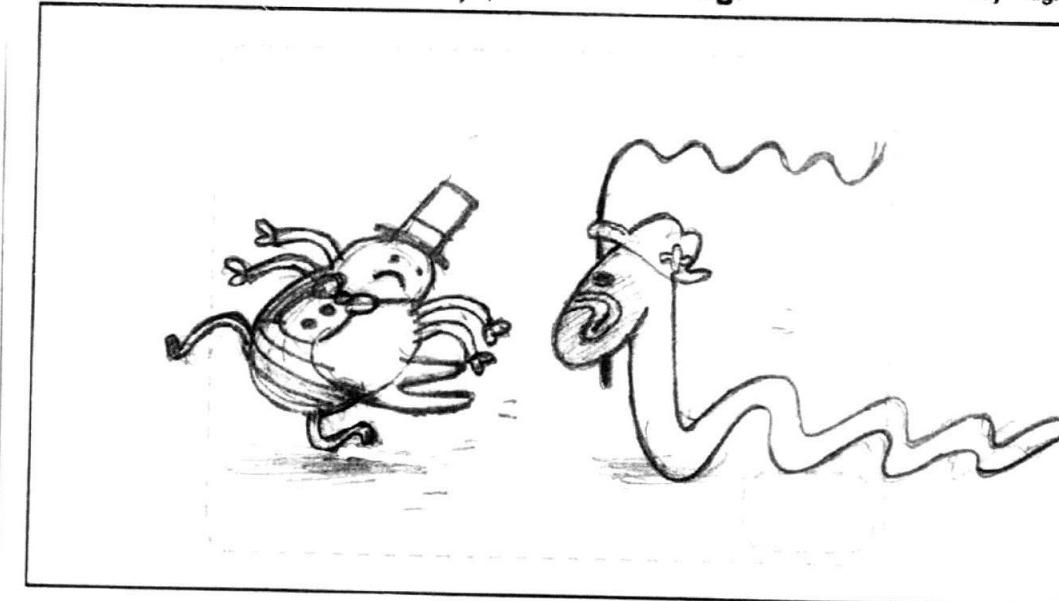
Sc. 163

Pnl. A

Bg.

Page 427

day night



EPISODE #

Dialog:

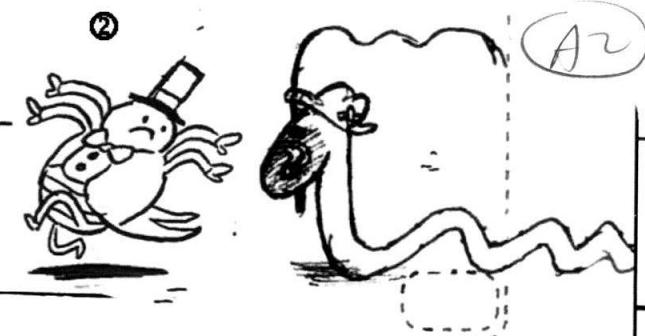
AUDIENCE: HA HA HA!

AUDIENCE: HA HA HA!

Action:

DEC 13 2013

Timing:



Production :

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ADVENTURE TIME



Sc. 163 cont Pnl. B

Bg.

day night

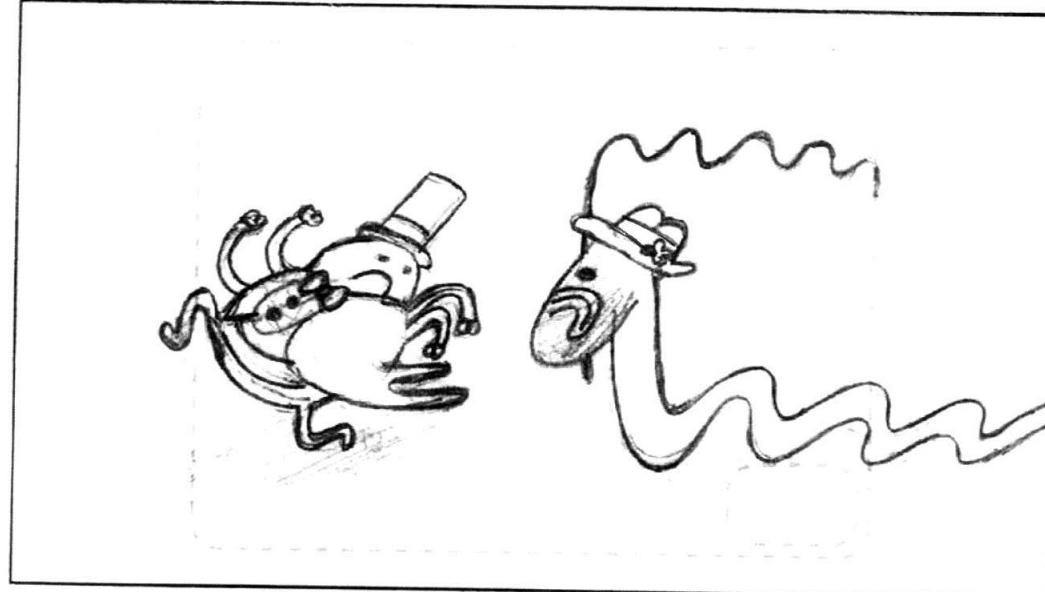
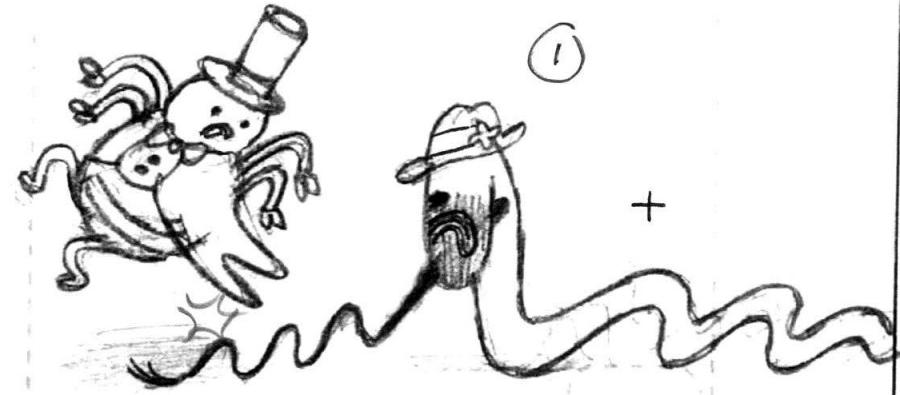
Sc. 163 cont Pnl. C

Bg.

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day night

EPISODE #



Dialog:

SFX = CRACK!

RM: WO-HO!

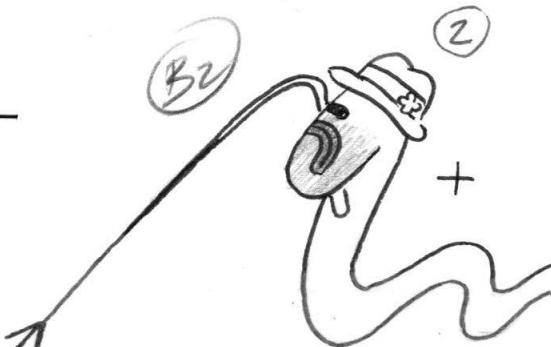
audience *laughing*

Action:

(REPEAT ACTION AS A CYCLE...
CRACK!)

DEC 13 2013

Timing:



Production:

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ADVENTURE TIME

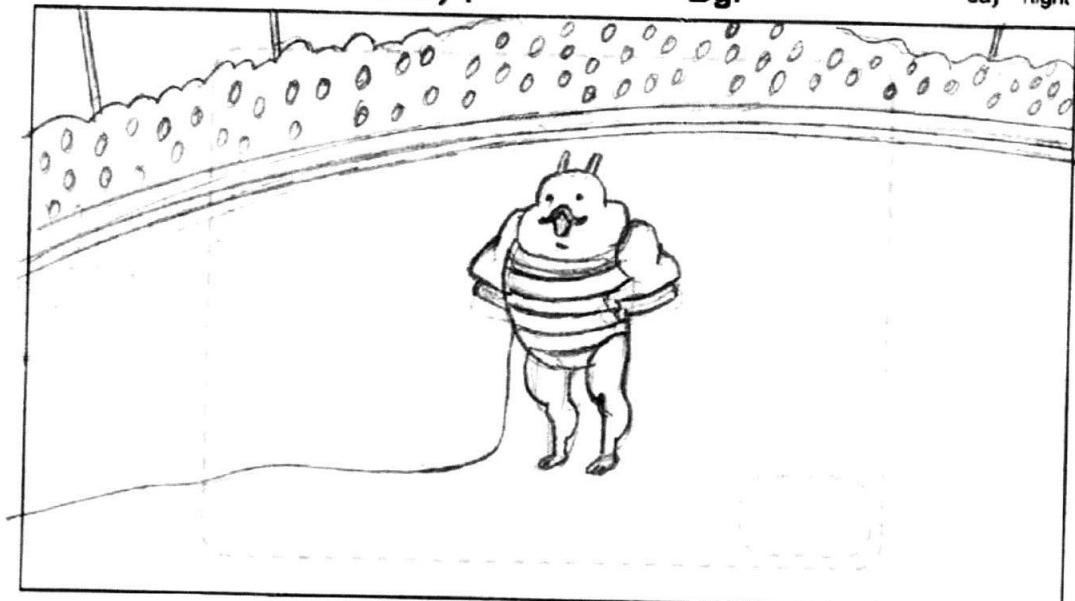


Sc. 164

Pnl. A

Bg.

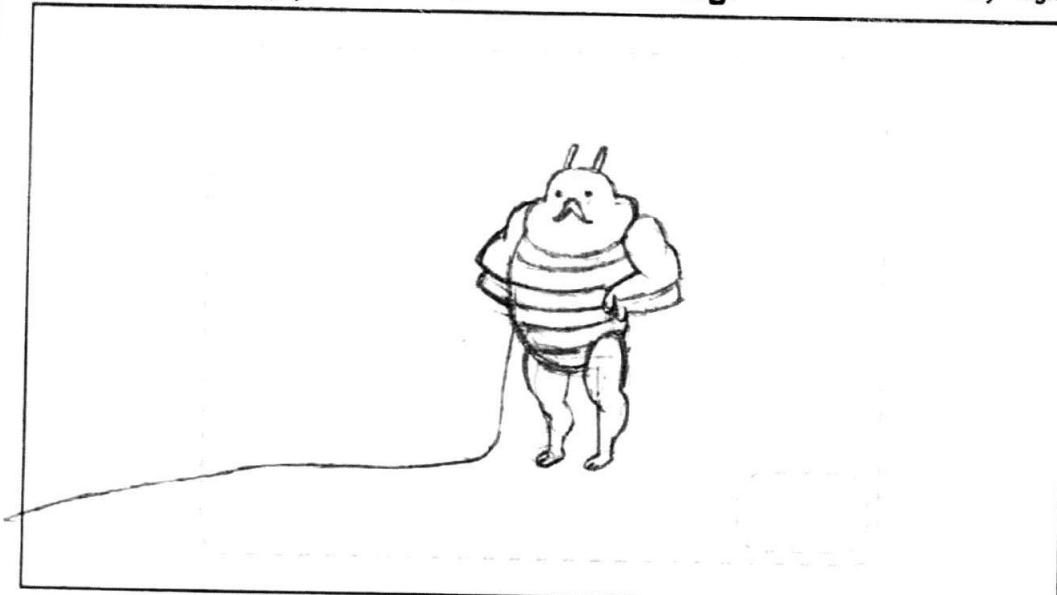
day night



Sc. 164 cont Pnl. B

Bg.

day night



Page 429

Dialog:

MUSCLEMAN = HA HA HA!

Action: MUSCLEMAN IS WATCHING B.N. CHASE RINGMASTER.

MUSCLEMAN STOPS LAUGHING...

DEC 13 2013

Timing:

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Production :

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ADVENTURE TIME

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Sc. 164 cont Pnl. C

Bg.



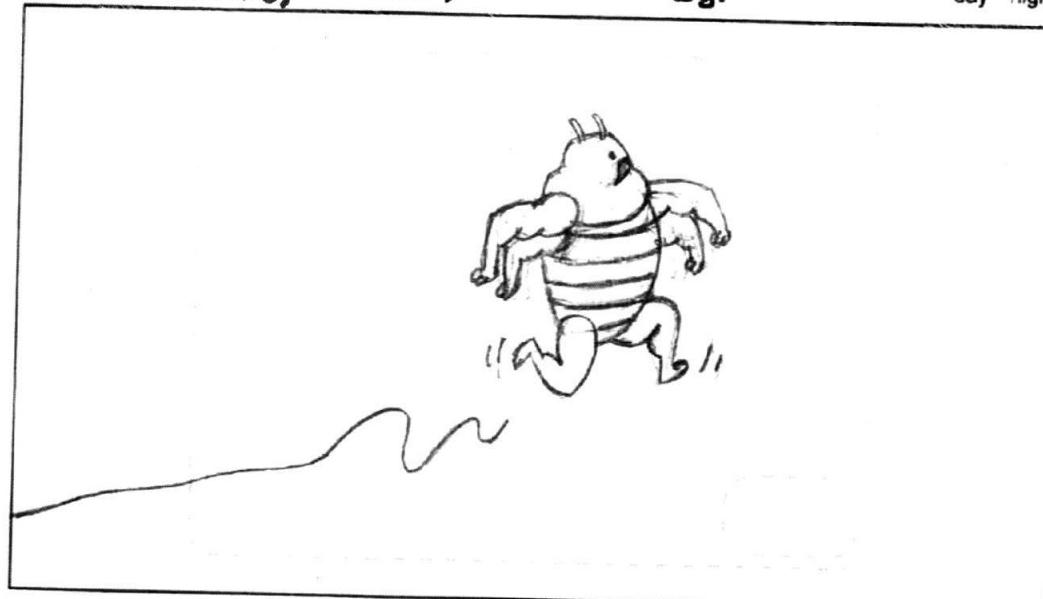
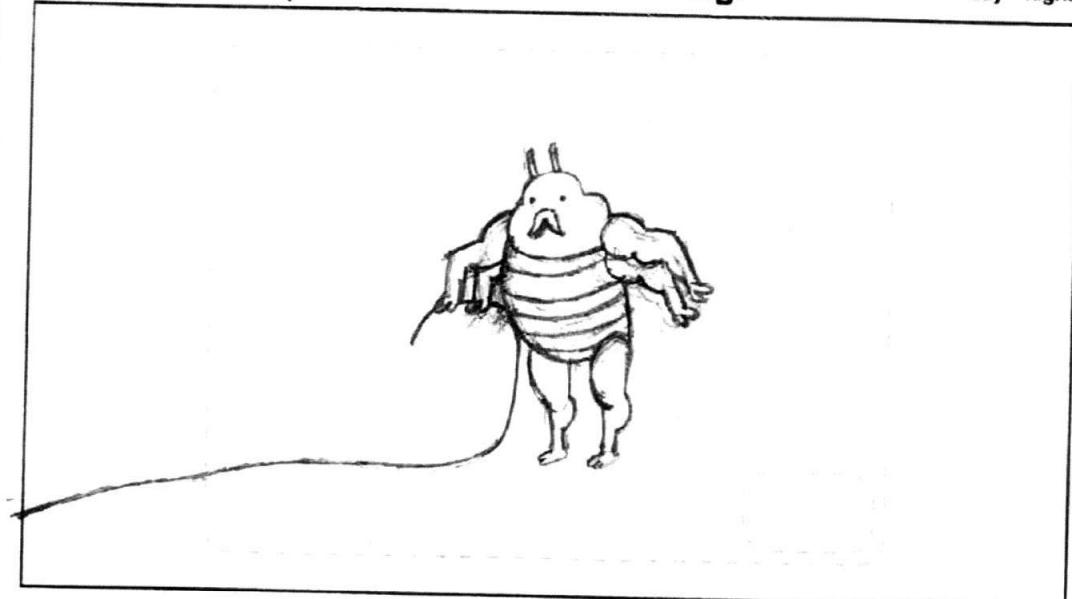
day night

Sc. 164 cont Pnl. D

Page 430

day night

Bg.



Dialog:

Mm: OH!

Action: MUSCLEMAN REACTS (HE SEES B.N. COMING TWO HIM)



C1
Antic
w/toss
rope

MUSCLEMAN TURNS ... IN A PANIC, HE RUNS ON THE SPOT. (NO B.G. PAN.)

DEC 13 2012

EPISODE #

Production :

1025/162

1025/162

1025/162

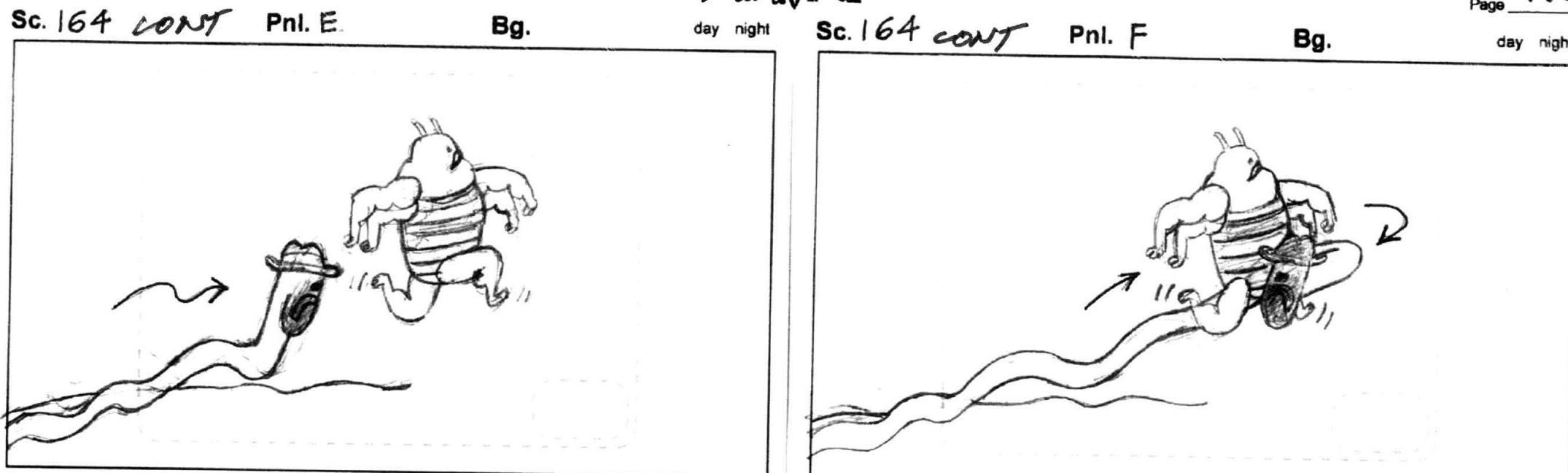
ADVENTURE TIME



Sc. 164 cont Pnl. E

Bg.

day night



Dialog:

Action: B.N. QUICKLY APPROACHES MUSCLEMAN
(WHO IS STILL RUNNING ON THE SPOT.)

B.N. STARTS TO WRAP HIMSELF AROUND
MUSCLEMAN.

DEC 13 2013

Timing:

EPISODE #

Production :

ADVENTURE TIME

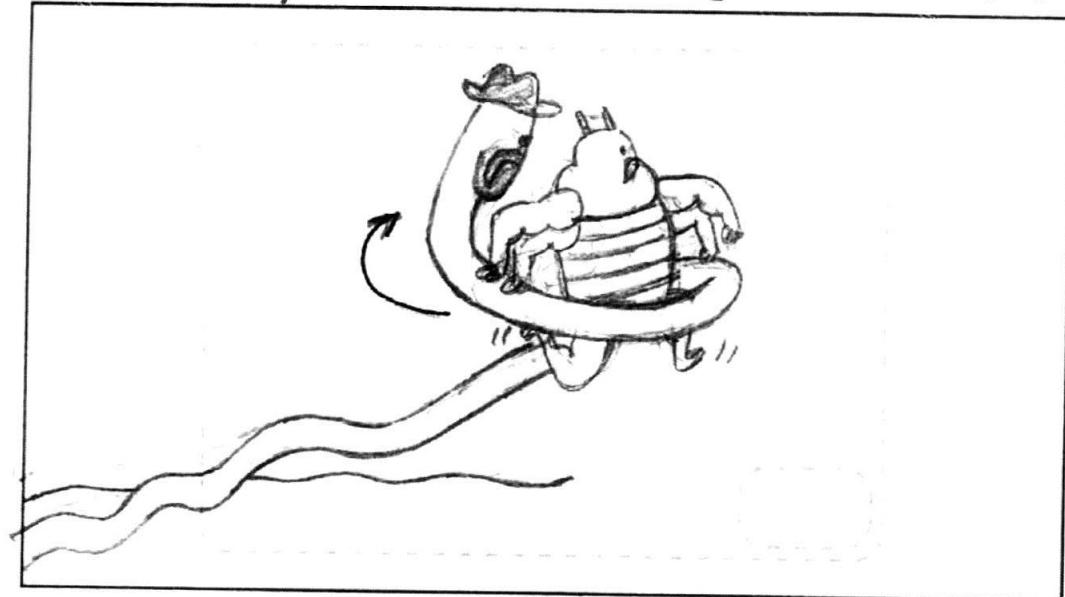
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Sc. 164 cont Pnl. G

Bg.

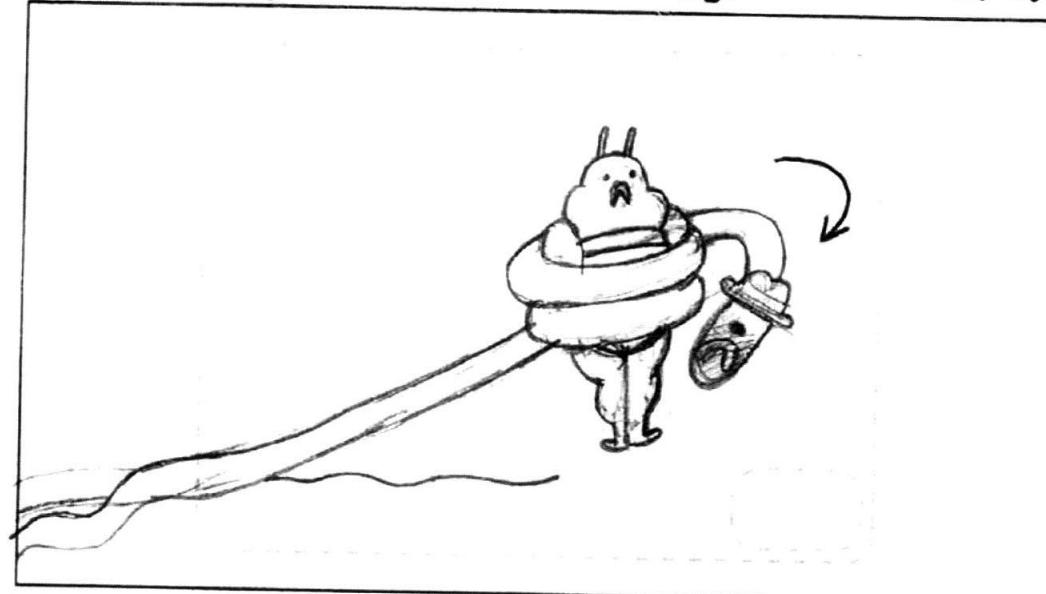
day night



Sc. 164 cont Pnl. H

Bg.

day night



Dialog:

Action: B.N. WRAPS HIMSELF AROUND MUSCLEMAN.

Timing:

DEC 13 2013

Production :

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1025/162

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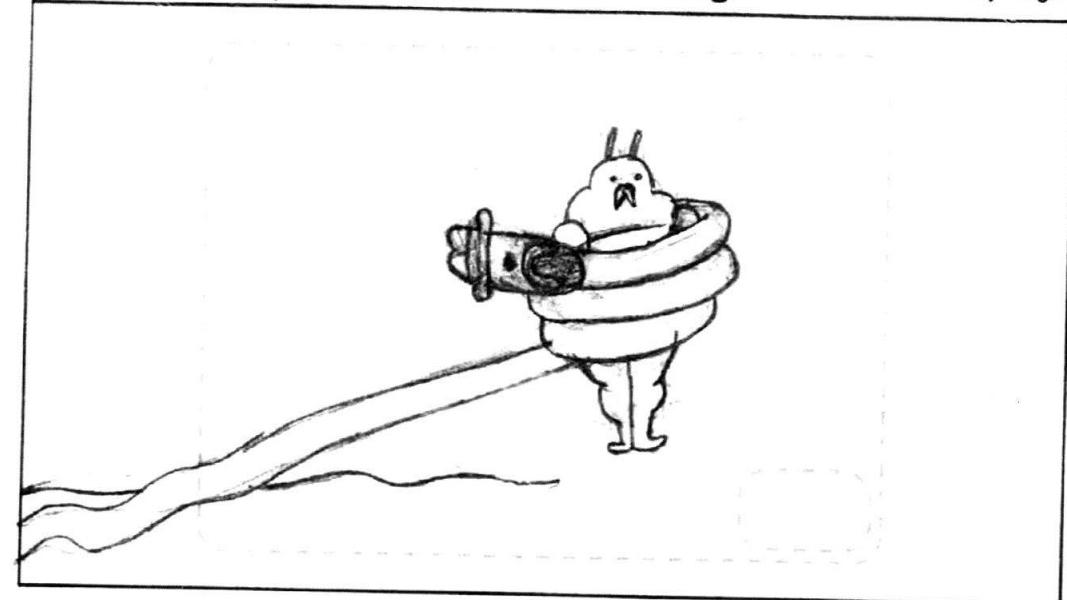
ADVENTURE TIME



Sc. 164 CONT Pnl. I

Bg.

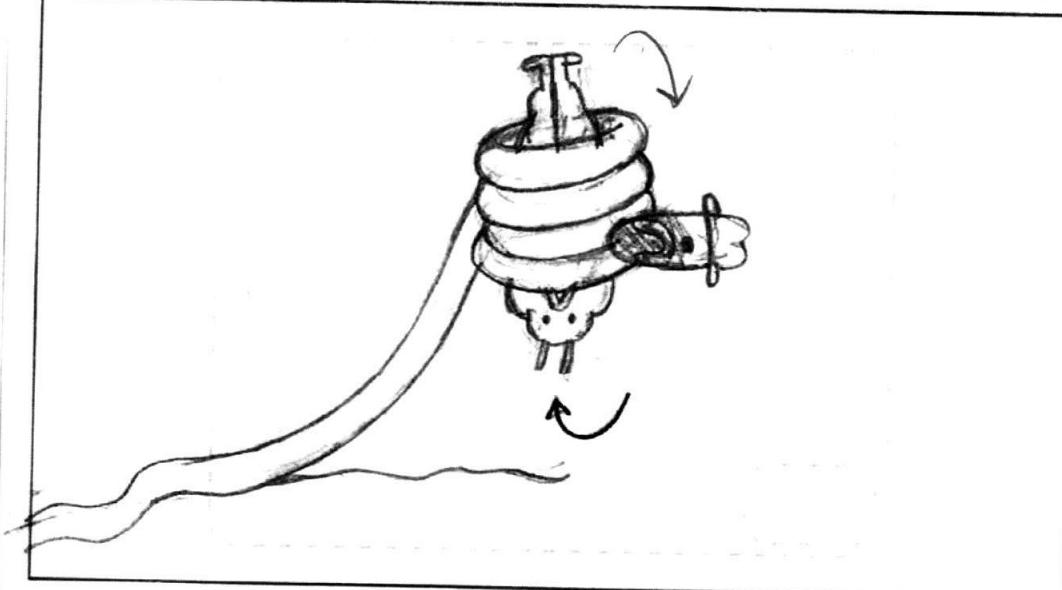
day night



Sc. 164 CONT Pnl. J

Bg.

day night



Dialog:

SFX = SLIDE-WHISTLE WHOOP!

Action:

B.N. FINISHES WRAPPING HIMSELF AROUND MUSCLEMAN.

B.N. FLIPS MUSCLEMAN UPSIDE-DOWN.

DEC 13 2013

Timing:

EPISODE #

Production

1025/162

1025/162

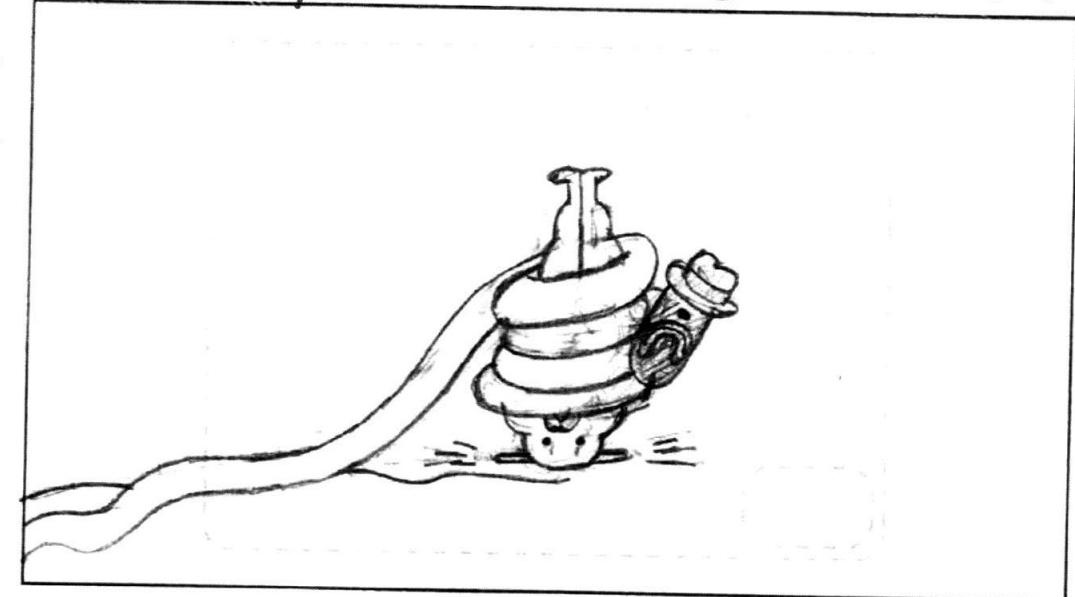
ADVENTURE TIME



Sc. 164 cont Pnl. K

Bg.

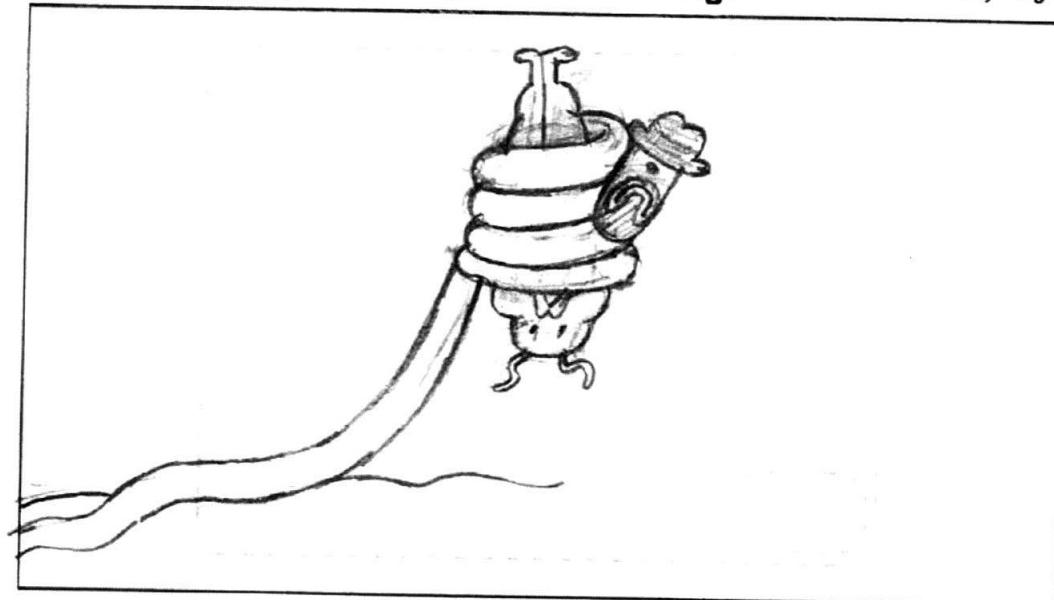
day night



Sc. 164 cont Pnl. L

Bg.

day night



Dialog:

SFX = BASH!

MM: [IMPACT]

CYCLE K + L

Action:

REPEAT ACTION AS A CYCLE...
BASH! BASH! BASH!

DEC 13 2010

Timing:

EPISODE #

Production :

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ADVENTURE TIME

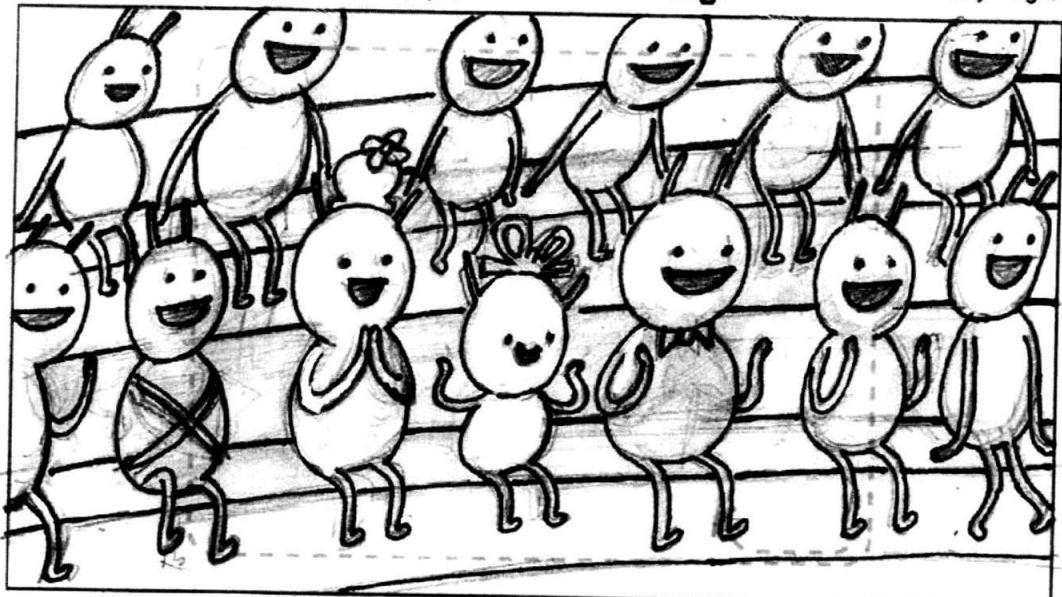


Sc. 165

Pnl. A

Bg.

day night



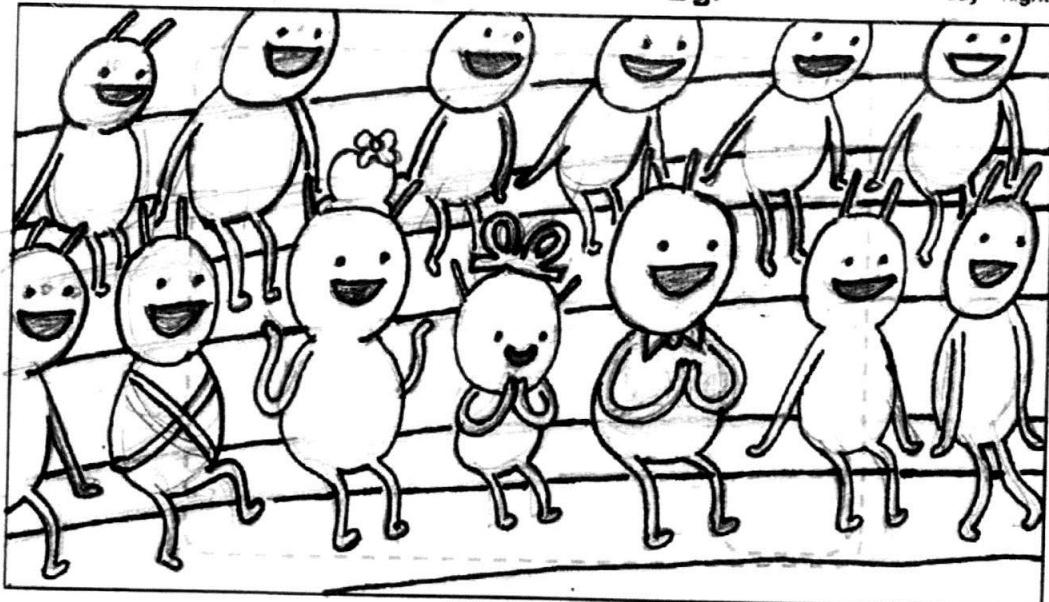
Sc. 165 cont

Pnl. B

Bg.

Page 435

day night



Dialog:

AUDIENCE: HA HA HA

SFX: *APPLAUSE*

Action: AUDIENCE LAUGHS. SOME OF THEM APPLAUSE.

Timing:

DEC 13 2013

Production :

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ADVENTURE TIME

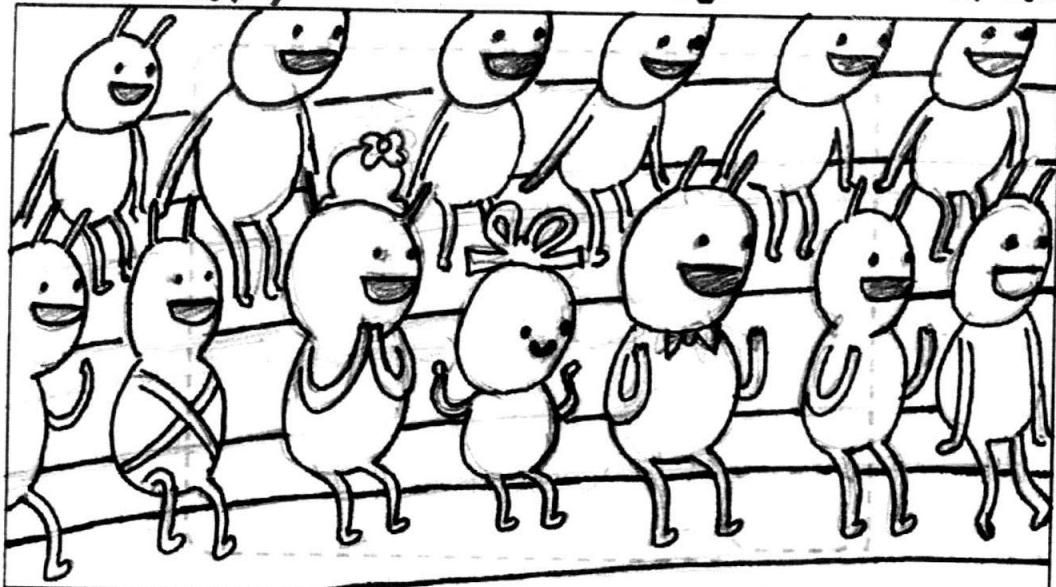


Sc. 165 cont

Pnl. C

Bg.

day night



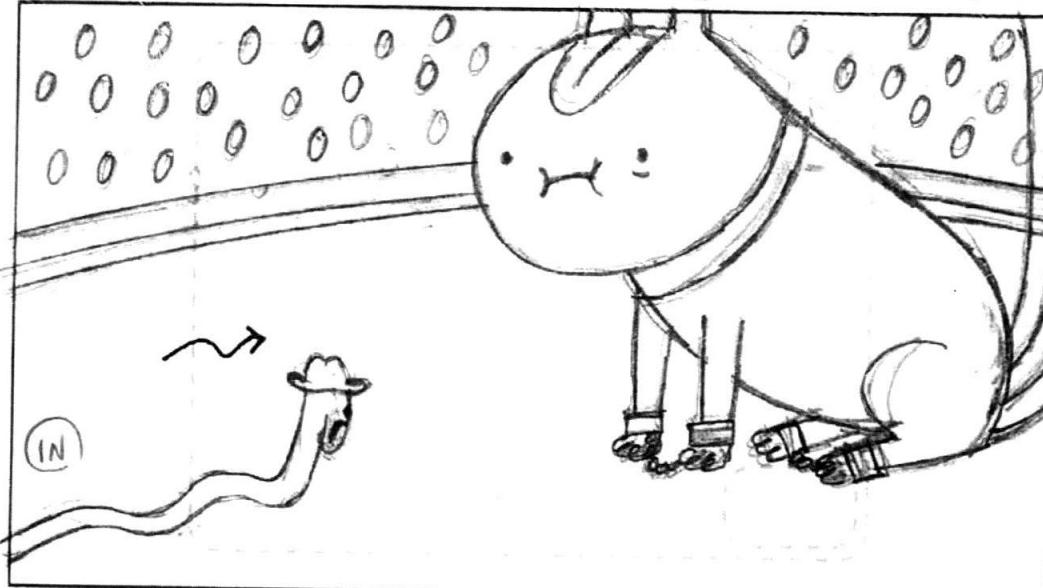
Sc. 165A

Pnl. A

Bg.

day night

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Dialog:

audience: *still laughing*

Action: AUDIENCE FOLLOWS ACTION →
OF B.N.

B.N. ENTERS QUICKLY.

DEC 13 2013

Timing:

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Production :

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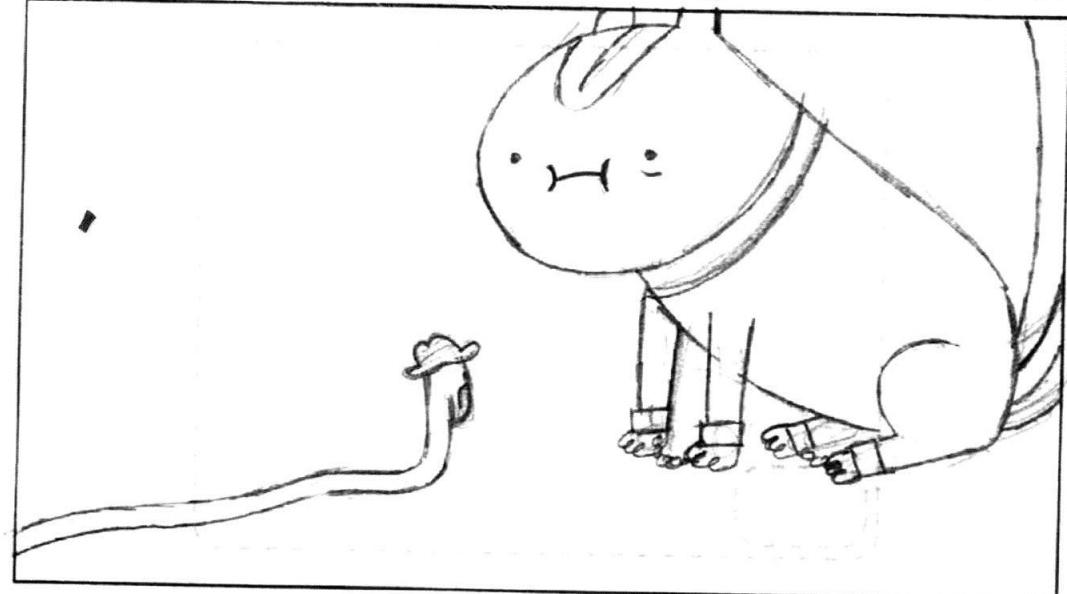
ADVENTURE TIME



Sc. 165A cont Pnl. B

Bg.

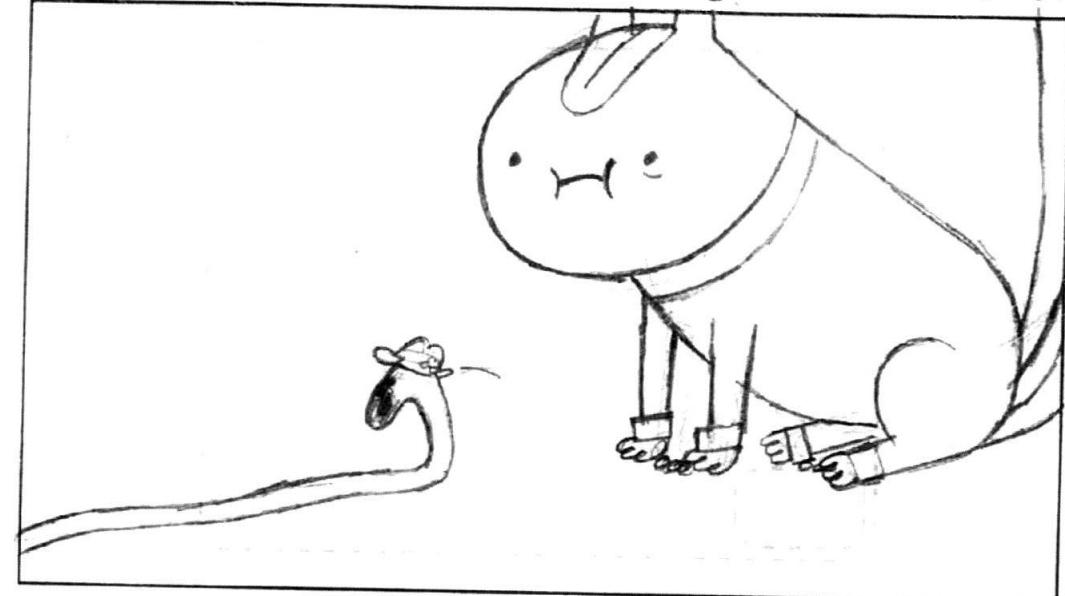
day night



Sc. 165A cont Pnl. C

Bg.

day night



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EPISODE #

Dialog:

Action: B.N. STOPS, LOOKING AT GORALINA.

B.N. GESTURES "THIS WAY".

DEC 13 2013

Timing:

Production :

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1025/162

ADVENTURE TIME



Sc. 165A cont Pnl. D

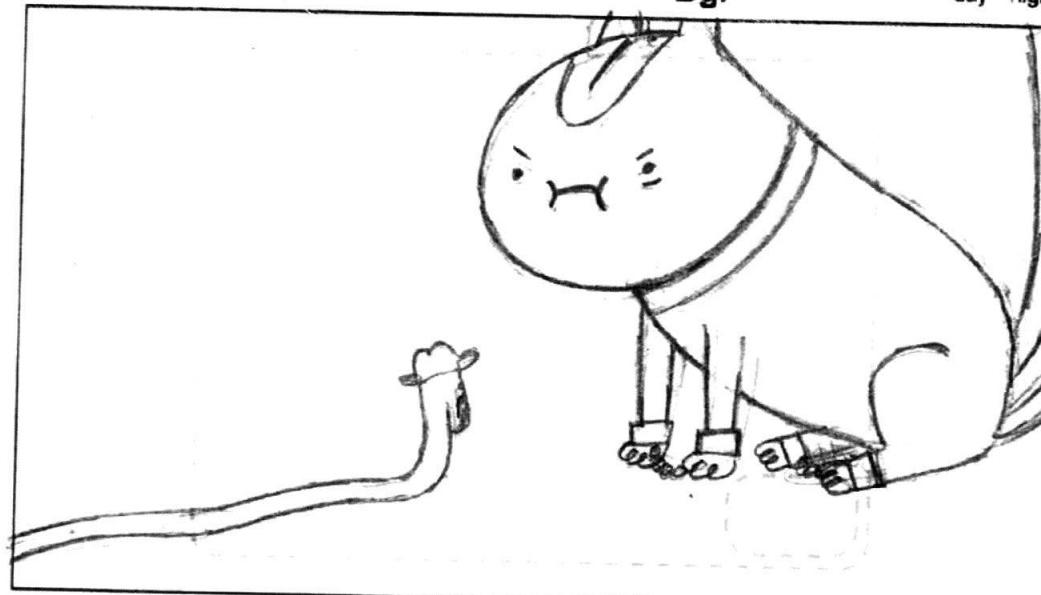
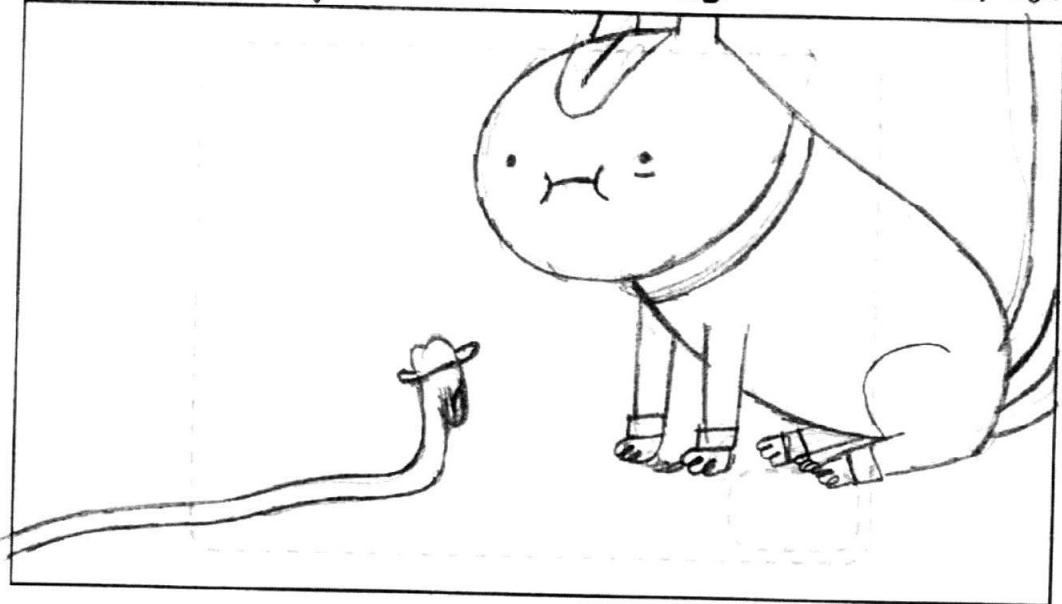
Bg.

day night

Sc. 165A cont Pnl. E

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day night

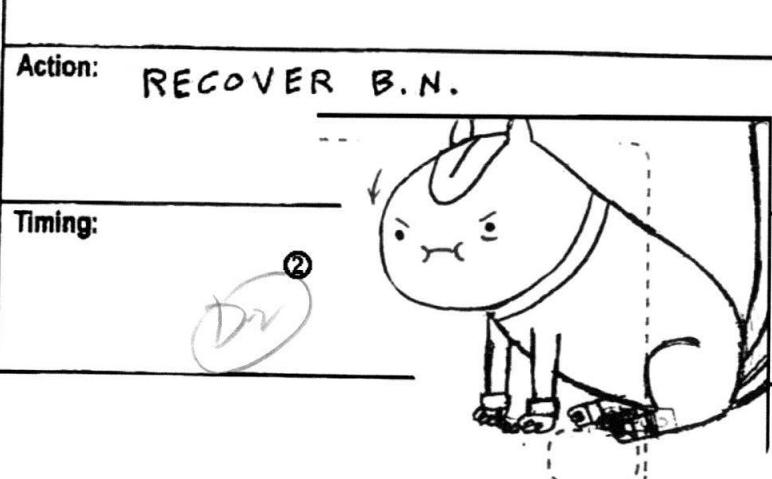


Dialog:



Action: RECOVER B.N.

GORALINA GOES INTO A DETERMINED LOOK.



DEC 13 2013

Timing:

Production:

1025/162

ADVENTURE TIME



Sc. 165A *cont* Pnl. F

Bg.

day night

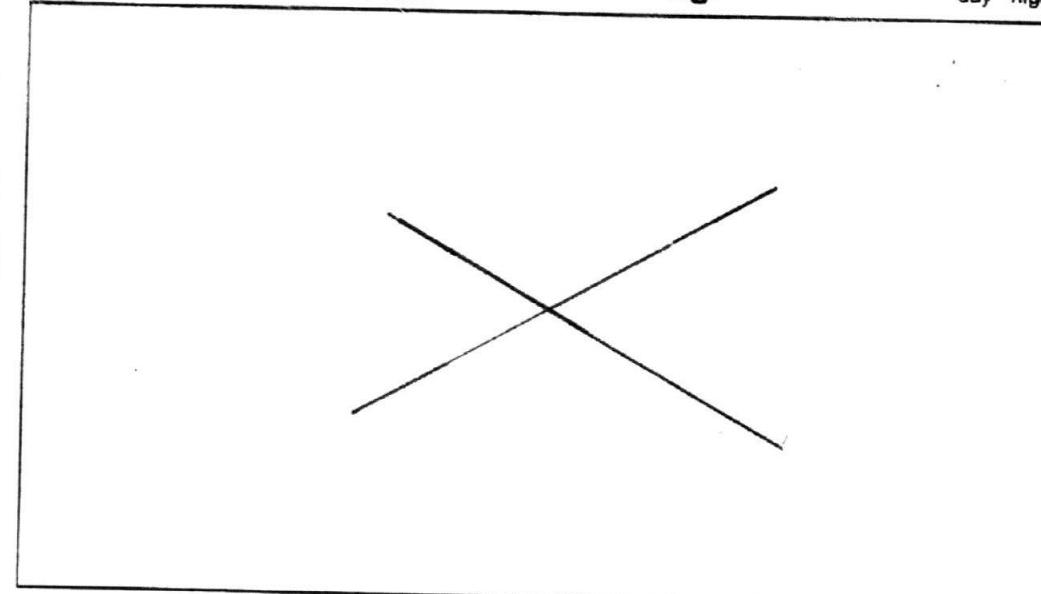
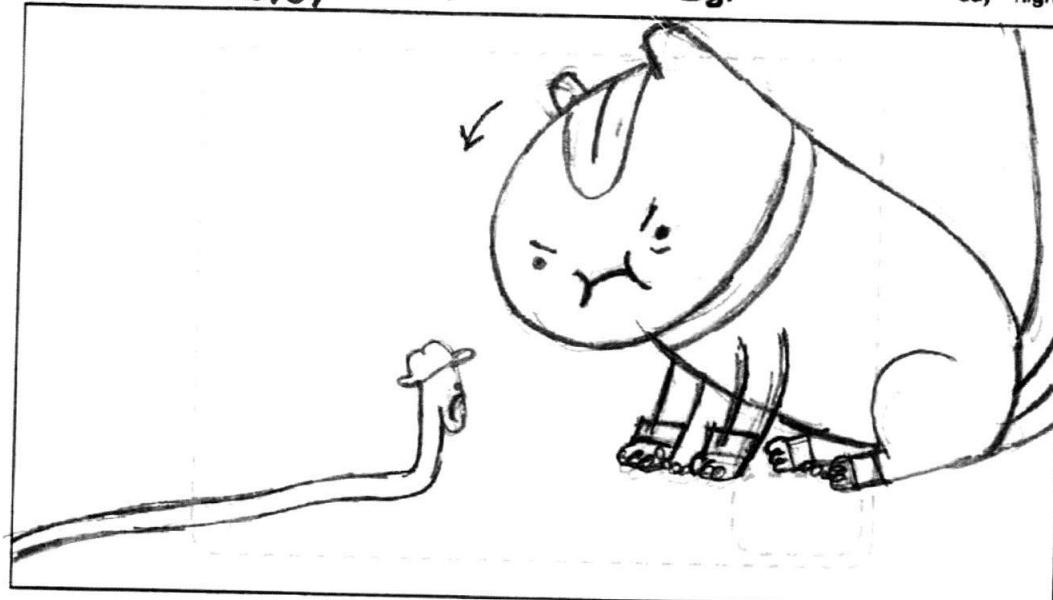
Sc.

Page 439

day night

Pnl.

Bg.



Dialog:

Action: GORALINA ANTICS STANDING UP.

DEC 18 2013

Timing:

EPISODE #

Production :

ADVENTURE TIME



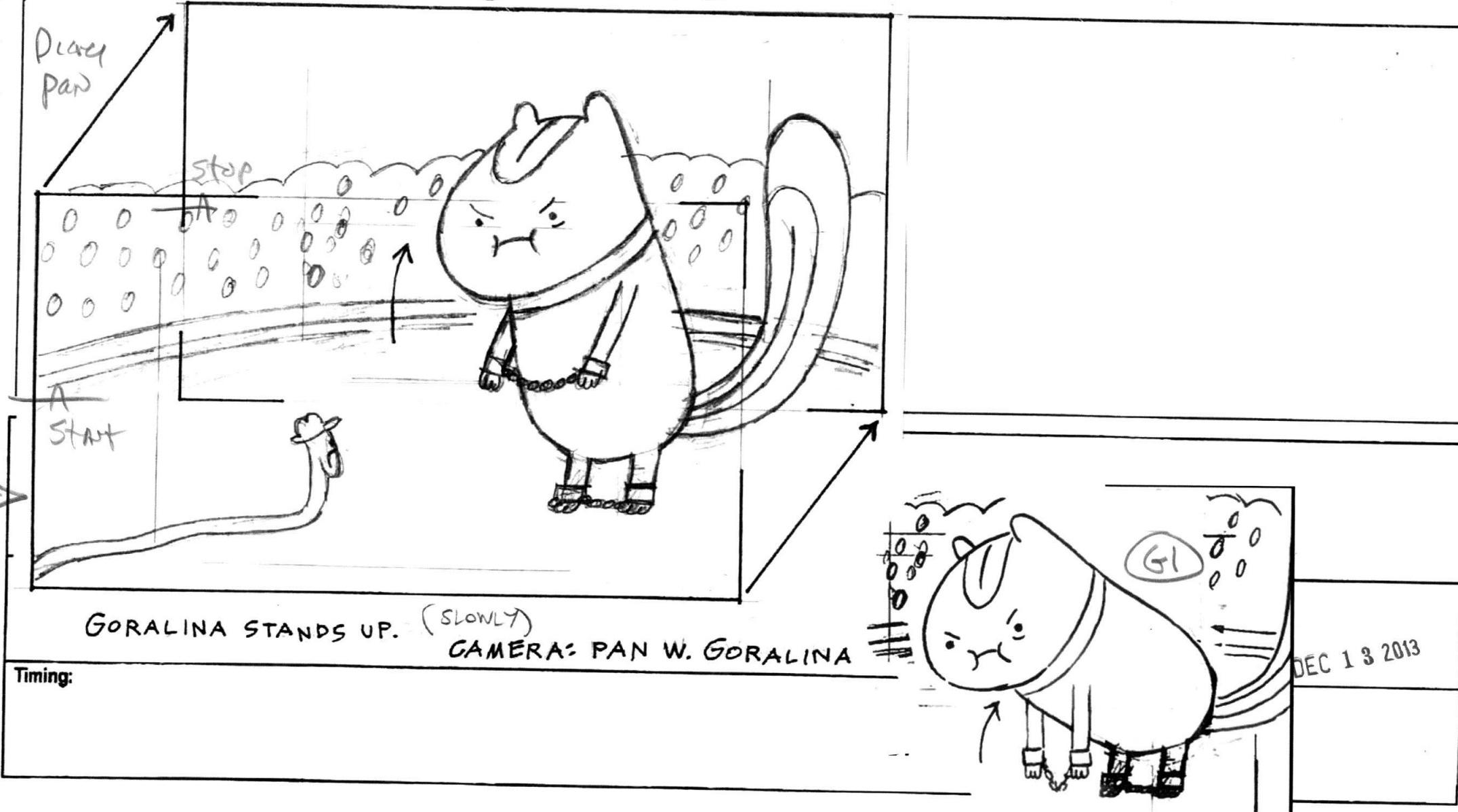
day night

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Sc. 165A ~~CONT~~ Pnl. G

Bg.



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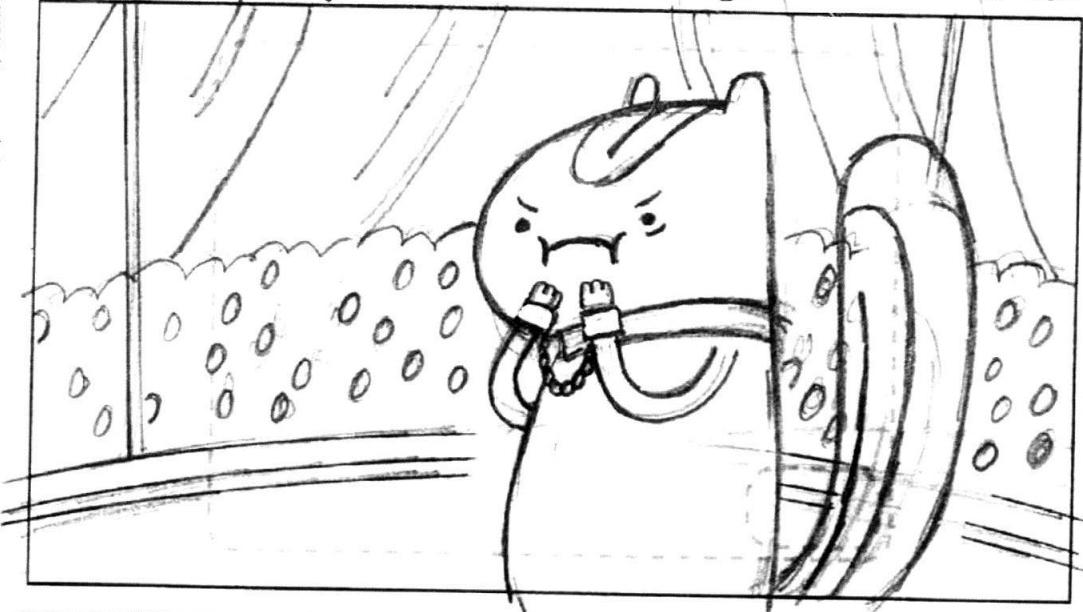
ADVENTURE TIME



Sc. 165A *cont* Pnl. H

Bg.

day night

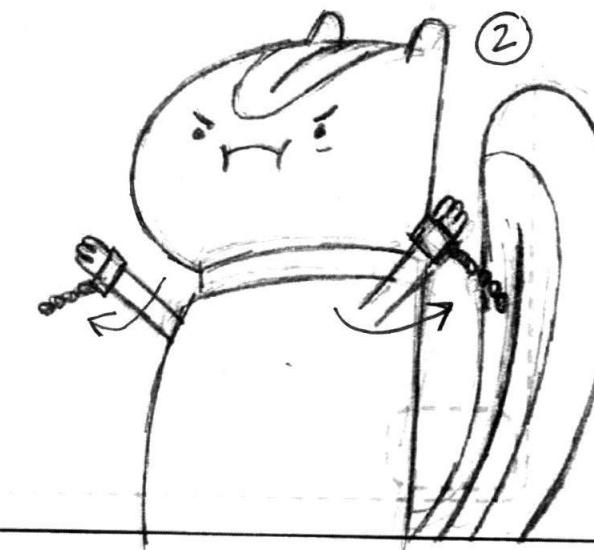


Sc. 165A *cont* Pnl. I

Bg.

day night

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Dialog:

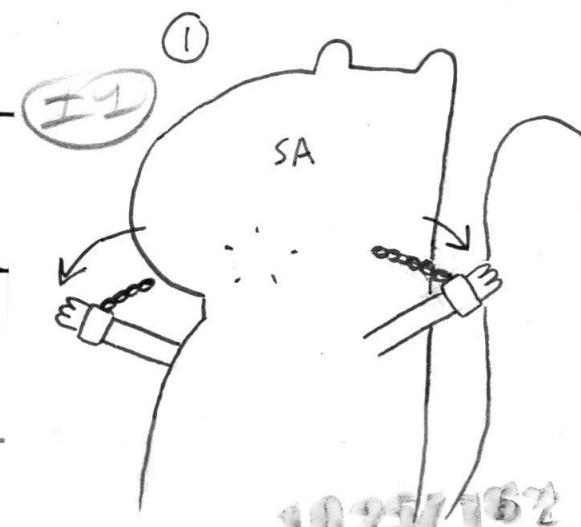
SFX: *SNAP*

Action: GORALINA ANTICS BREAKING CHAINS.

GORALINA BREAKS CHAINS.

DEC 18 2013

Timing:



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ADVENTURE TIME



Sc. 165A *cont* Pnl. J

Bg.

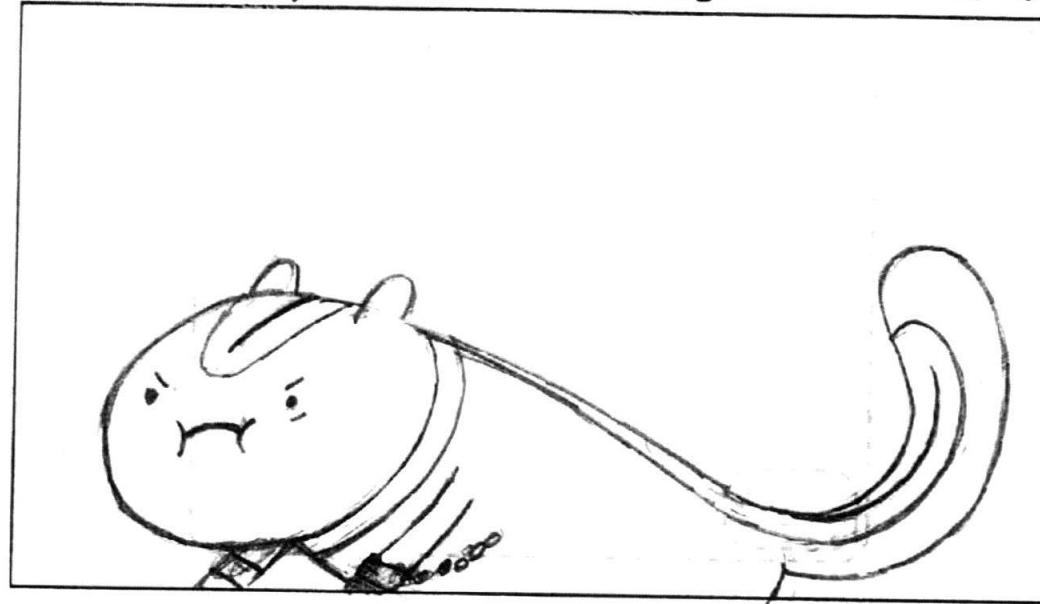
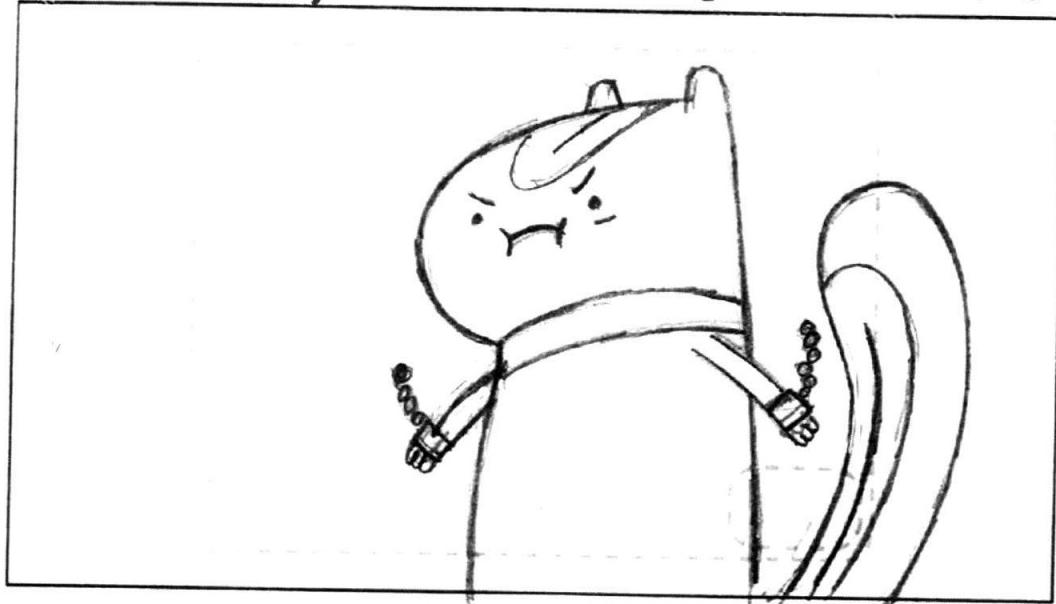
day night

Sc. 165A *cont* Pnl. K

Bg.

Page 442

day night



Dialog:

Action:

GORALINA INTO RUN.

DEC 13 2013

Timing:

EPISODE #

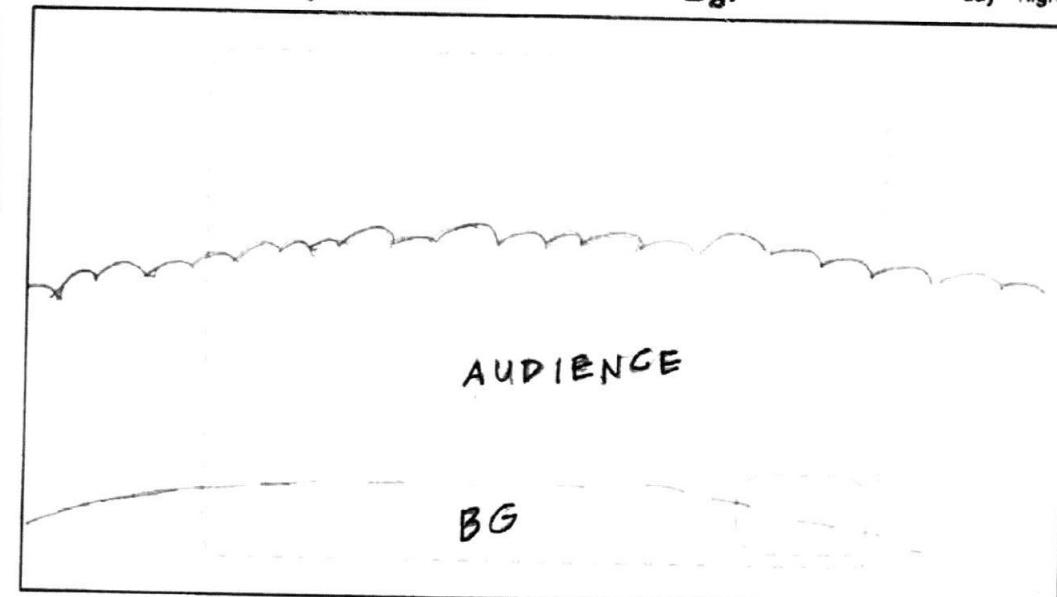
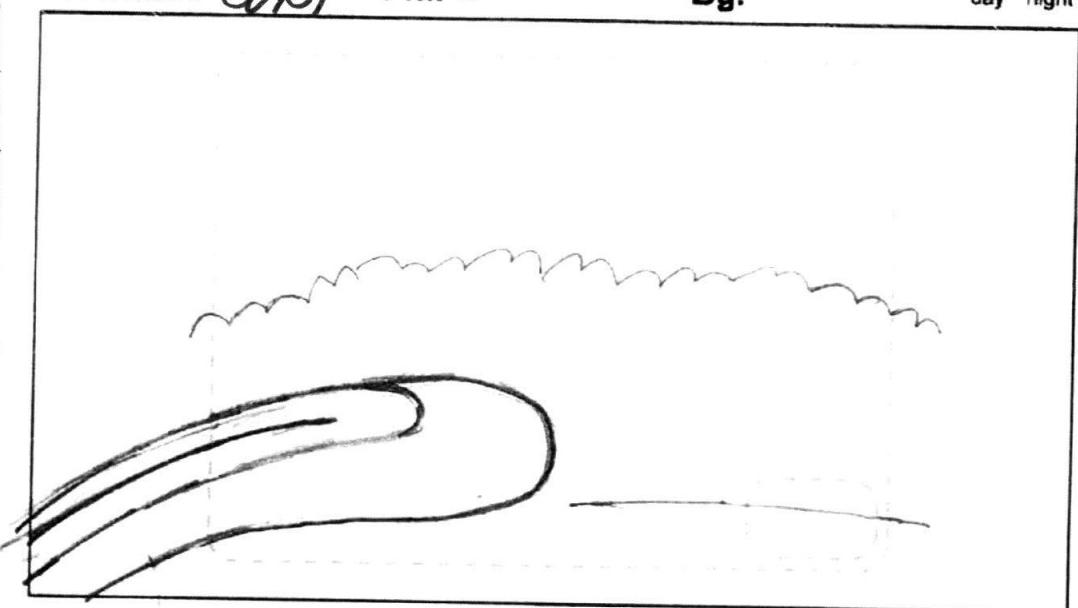
Production

1025/162

ADVENTURE TIME



Sc. 165A cont Pnl. L Bg. day night Sc. 165A cont Pnl. M Bg. day night Page 443



Dialog:	
Action:	GORALINA RUNS OUT.
Timing:	DEC 13 2013

ADVENTURE TIME

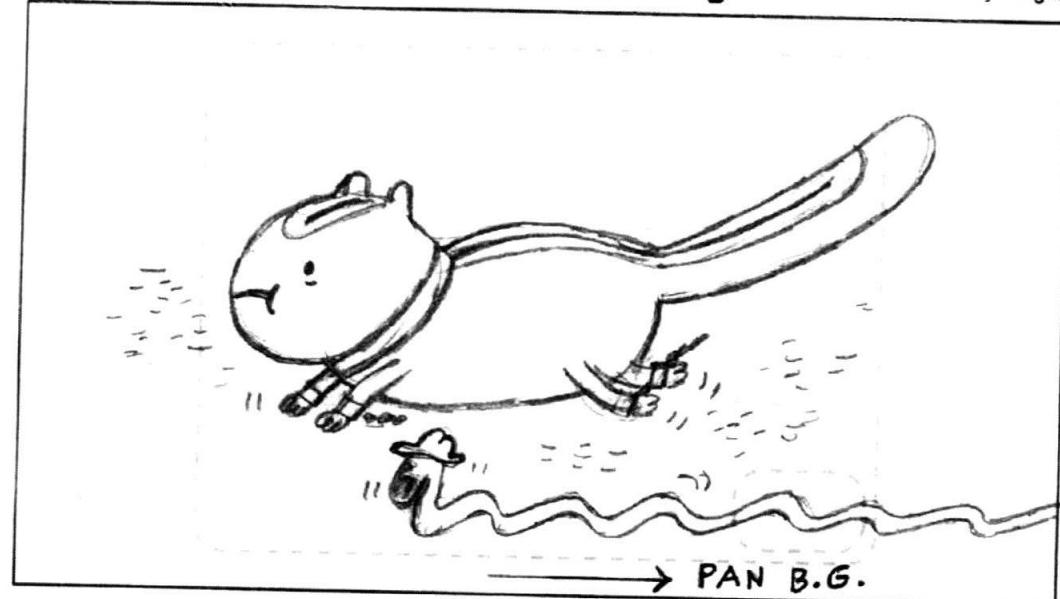


Sc. 166

Pnl. A

Bg.

day night

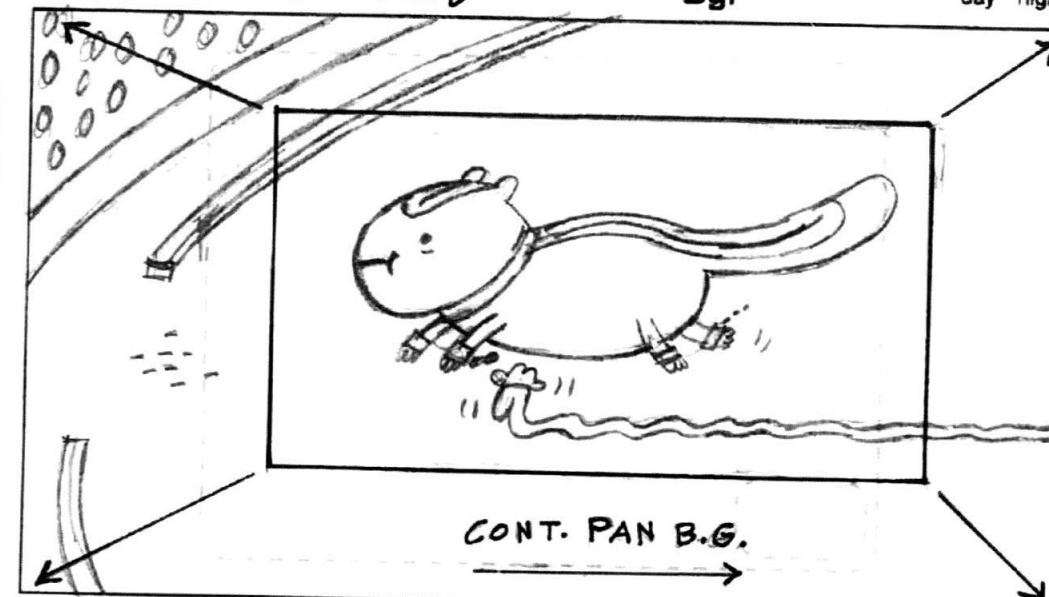


Sc. 166 cont

Pnl. B

Bg.

day night



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EPISODE #

Production :

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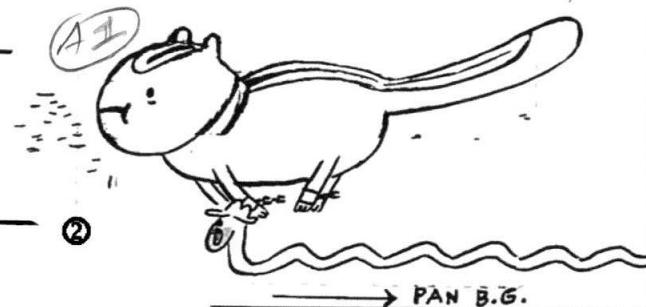
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Dialog:

Action:
- GORALINA AND B.N. RUNNING.
- PAN B.G.

CAMERA = TRUCK OUT, CONTINUE PAN.

Timing:



DEC 13 2013

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ADVENTURE TIME



No SC167

Sc. 166 cont Pnl. C

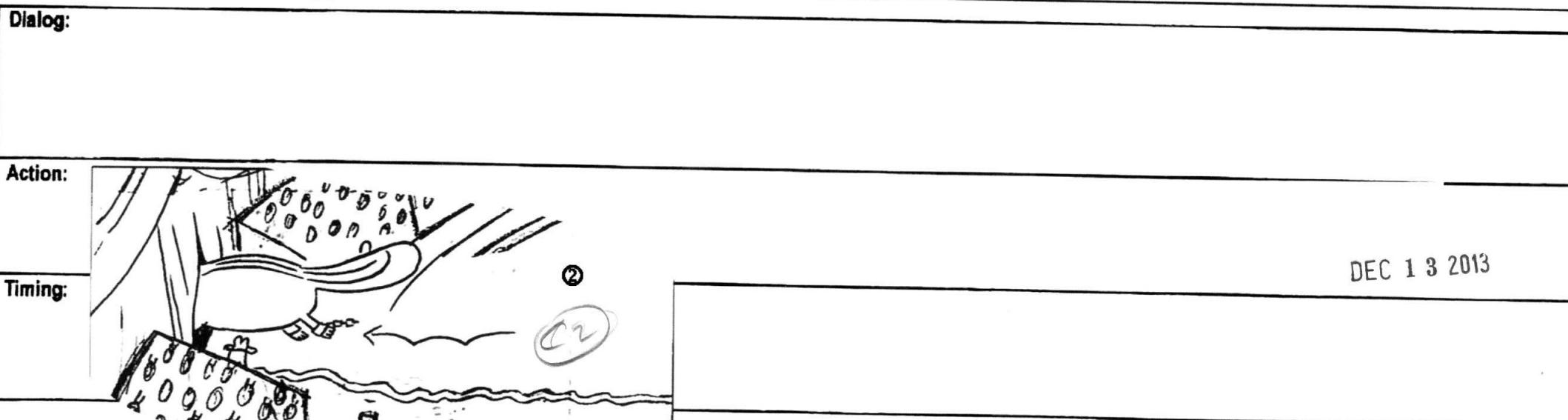
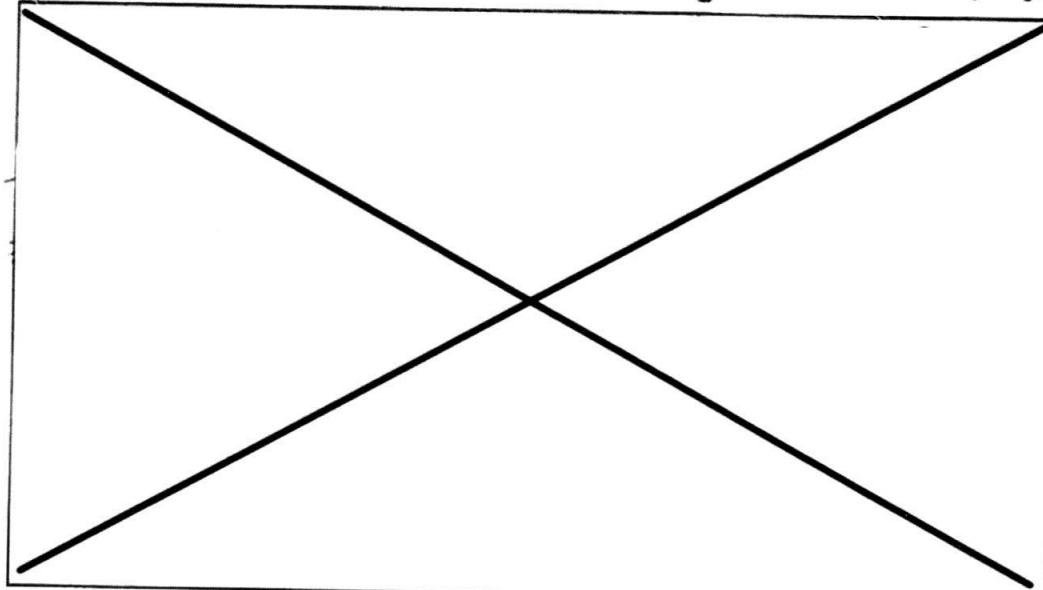
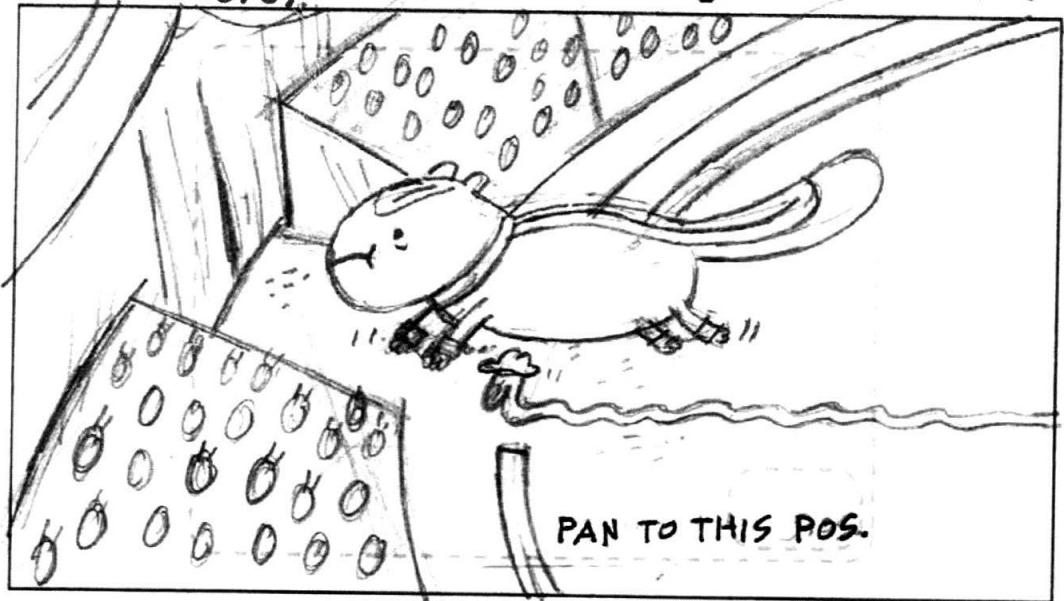
Bg.

day night

Sc.

Pnl.

Page 445
NO PG 446
day night



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Production :

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ADVENTURE TIME



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Sc. 168

Pnl. A

Bg.

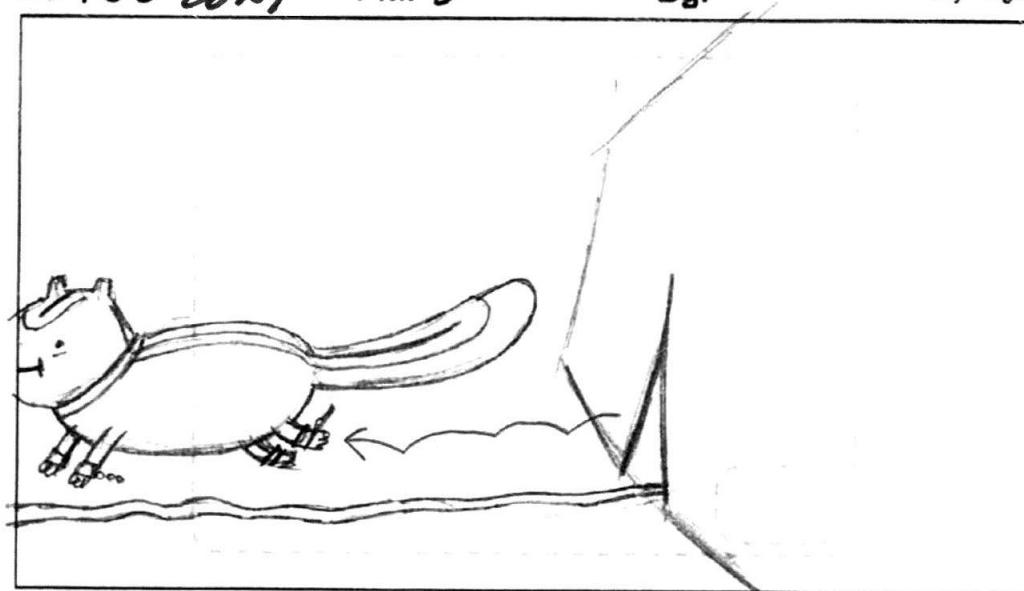
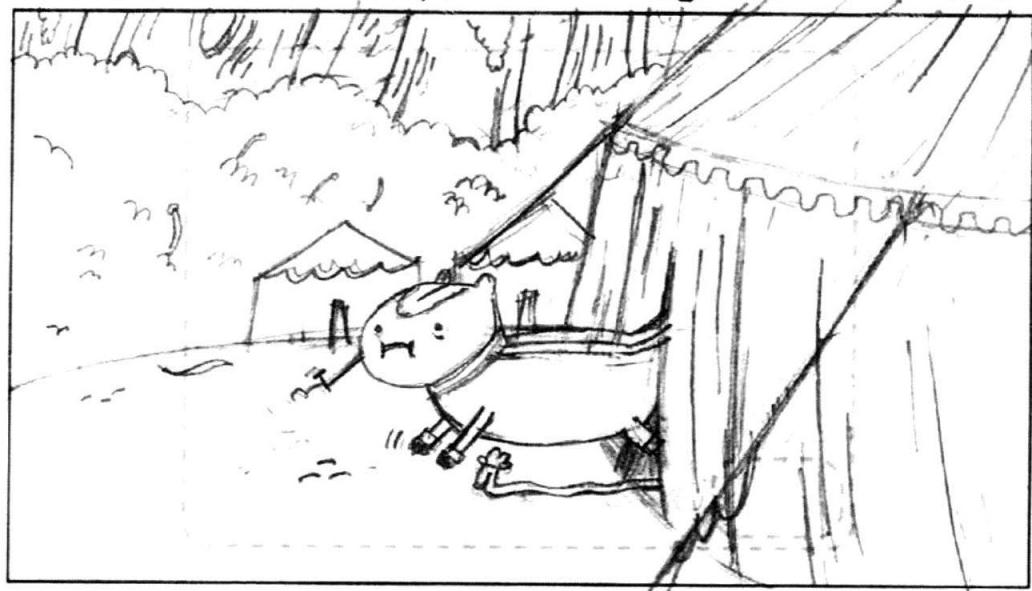
day night

Sc. 168 cont

Pnl. B

Bg.

day night



Dialog:

Action: GORALINA AND B.N. RUN OUT OF THE SIDE ENTRANCE TO THE TENT.

DEC 13 2013

Timing:

Production :

1025/162

ADVENTURE TIME



1025/162

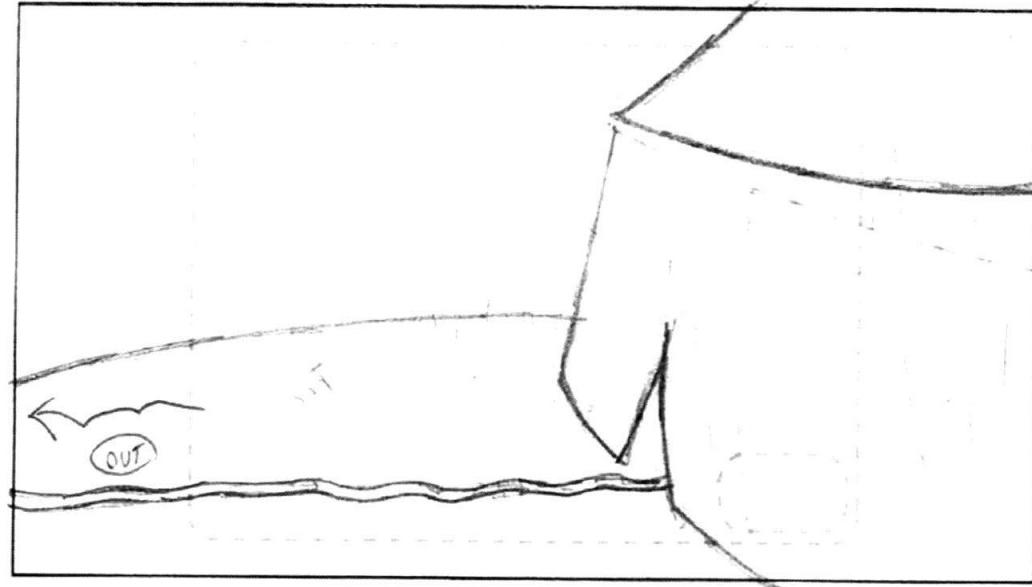
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Sc. 168 cont

Pnl. C

Bg.

day night



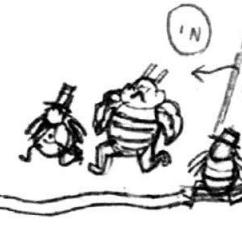
Sc. 168 cont

Pnl. D

Bg.

day night

B6/
SA



Dialog:

Action:

RINGMASTER, MUSCLEMAN, AND ROUSTABOUT
RUN OUT OF THE TENT.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME



Sc. 168 cont Pnl. E

Bg.

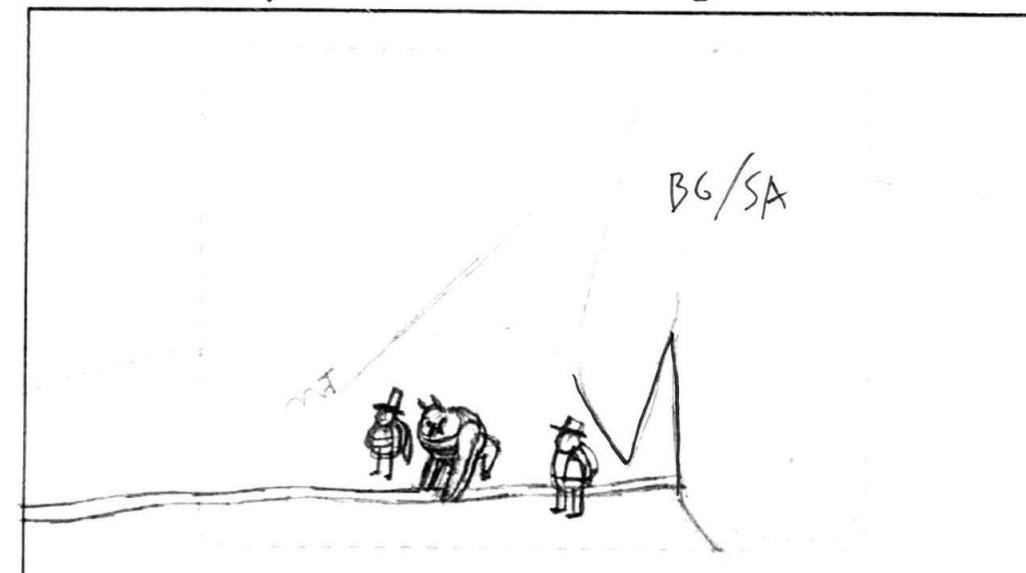
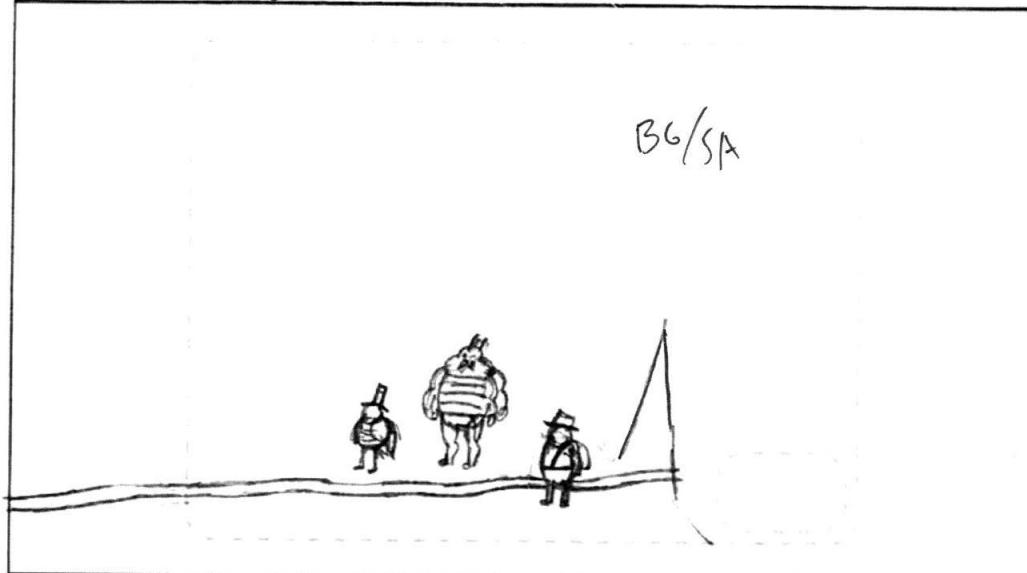
day night

Sc. 168 cont Pnl. F

Bg.

Page 449

day night



Dialog:

Action: THEY LOOK OFF AT GORALINA AND B.N.

MUSCLEMAN BENDS DOWN TO PICK UP B.N.

DEC 13 2013

Timing:

EPISODE #

Production

1025/162

1025/162

ADVENTURE TIME

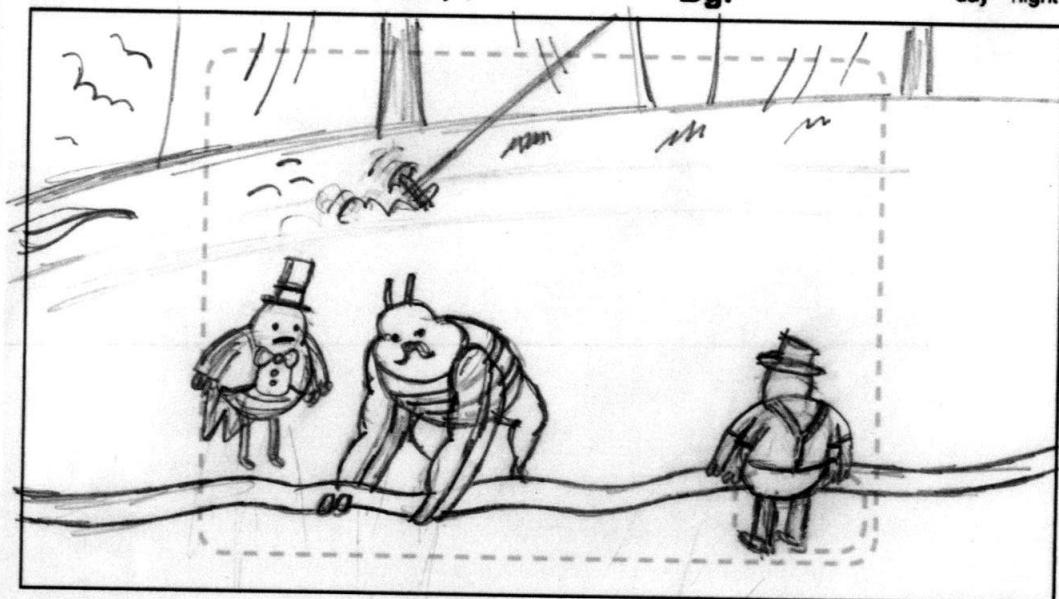


Sc. 169

Pnl. A

Bg.

day night



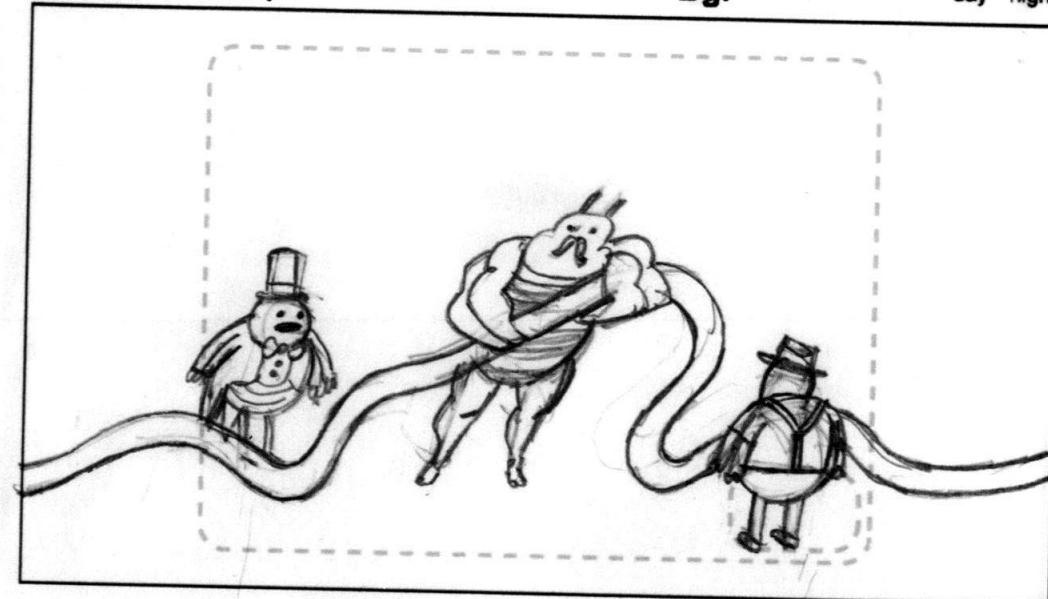
Sc. 169 cont

Pnl. B

Bg.

Page 450

day night

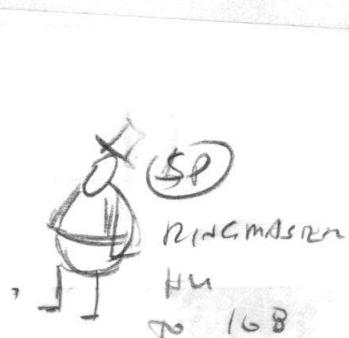


Dialog:

RINGMASTER: THAT'S THE IDEA!

Action:
- H.U. FROM PREVIOUS SCENE
- MUSCLEMAN GRABBING B.N.

Timing:



MUSCLEMAN PICKS UP B.N.

DEC 13 2013

1025 - 162

EPISODE #

Production :

1025/162

ADVENTURE TIME



Sc. 169 cont Pnl. C

Bg.

day night

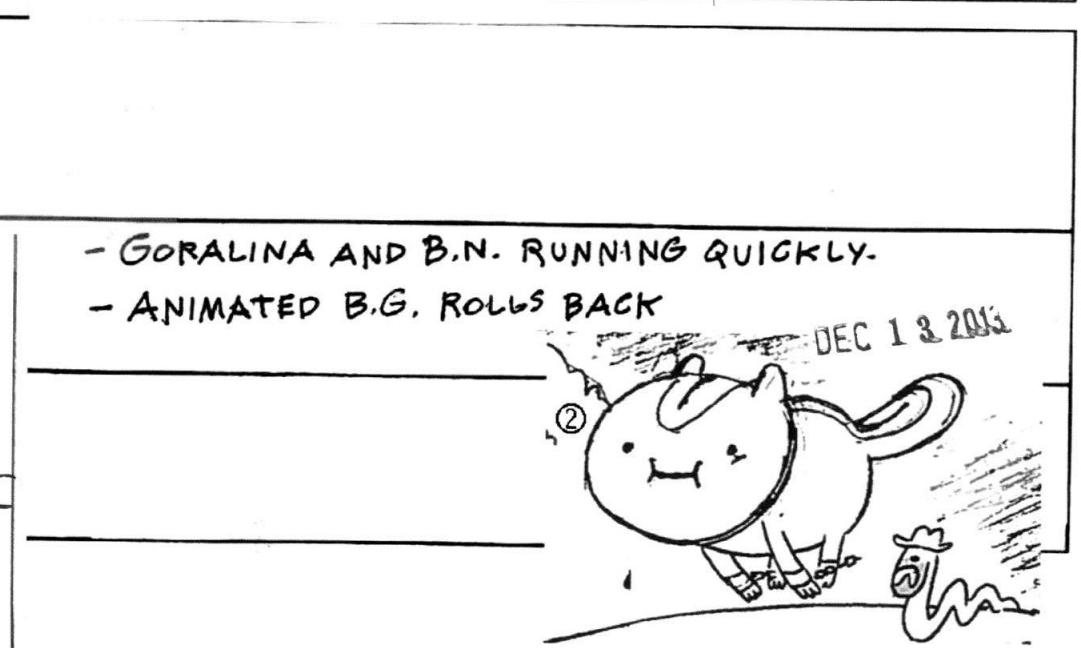
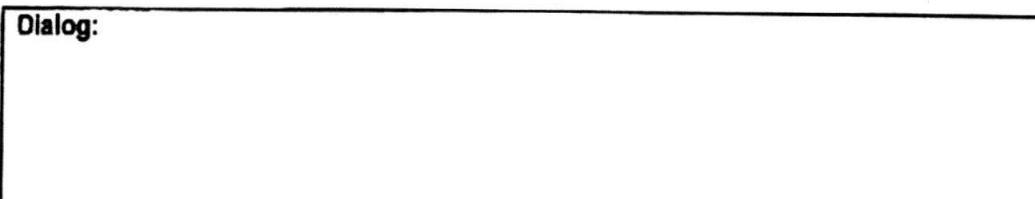
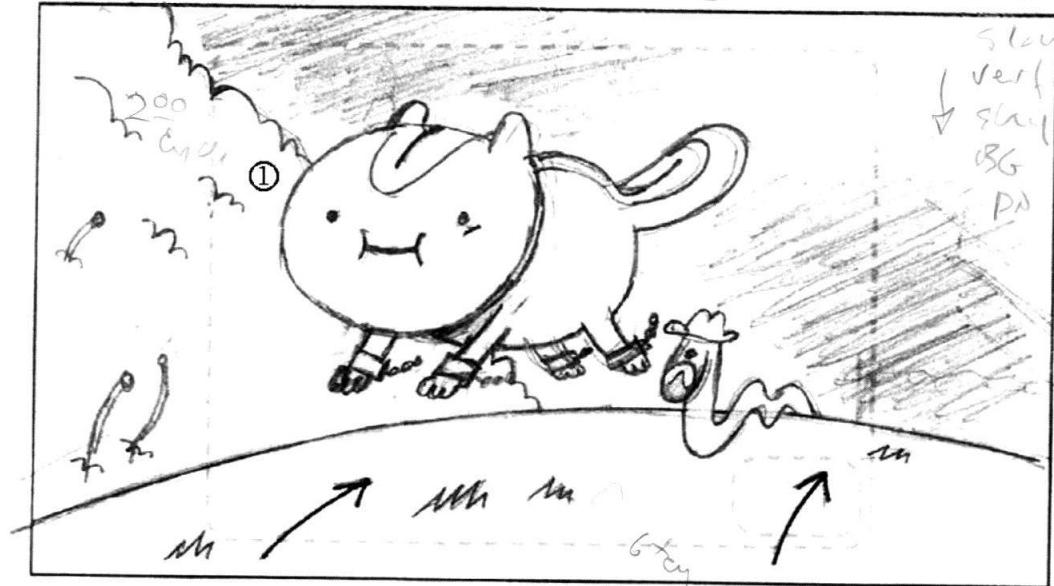
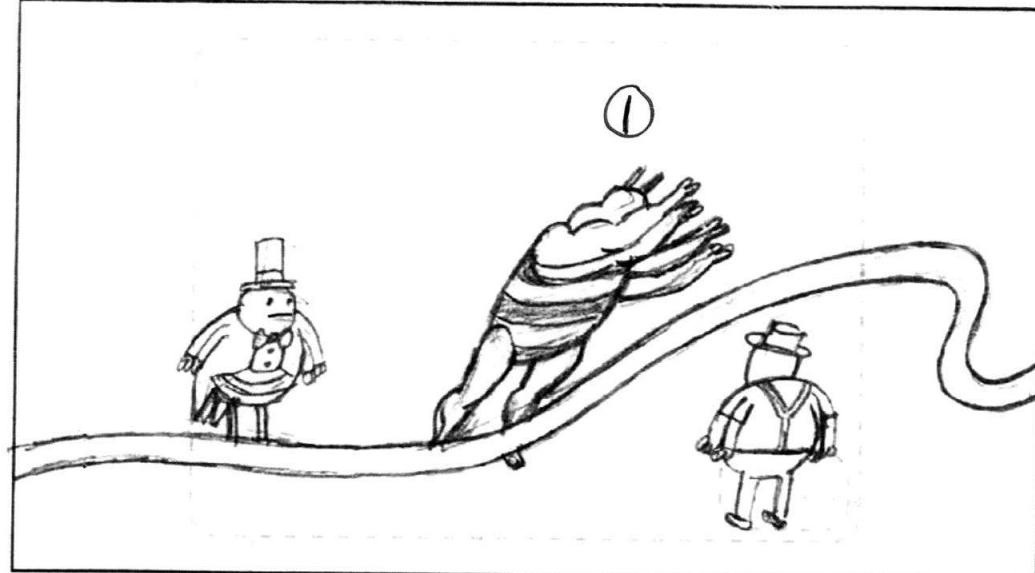
Sc. 169A

Pnl. A

Bg.

Page 451

day night



EPISODE #

Production :

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1025/162

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ADVENTURE TIME



Page 452

Sc. 169A CONT Pnl. B

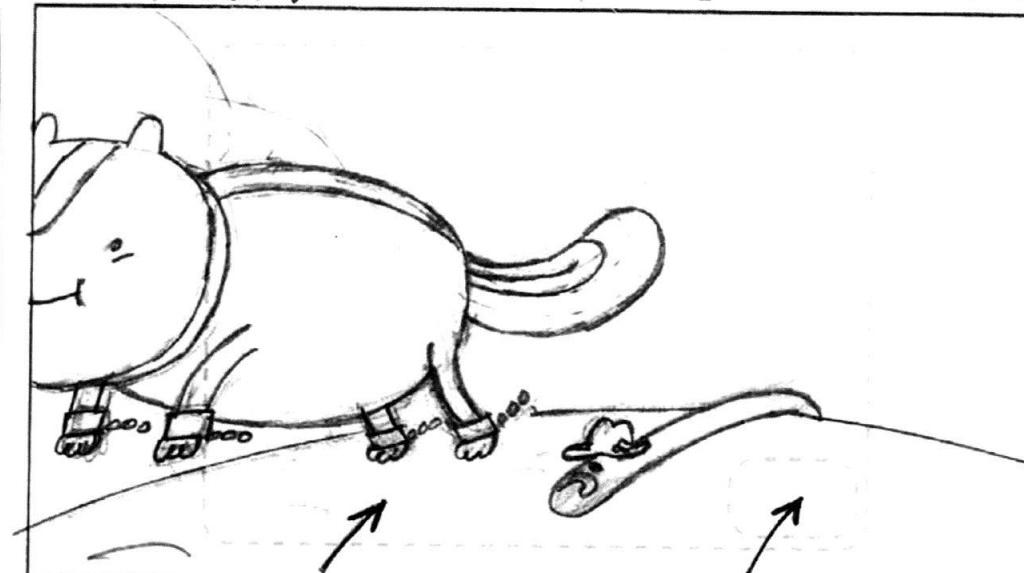
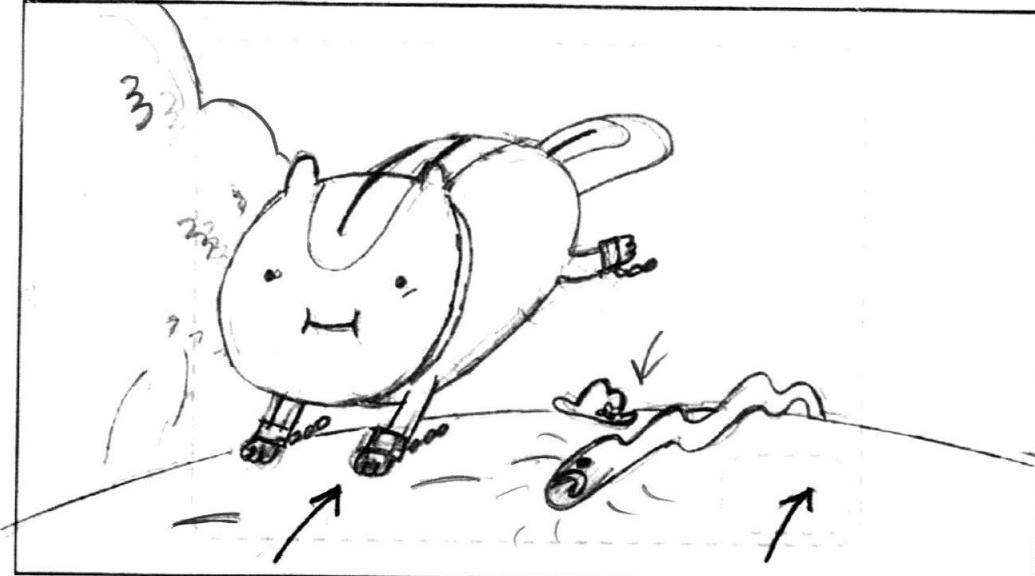
Bg.

day night

Sc. 169A CONT Pnl. C

Bg.

day night



EPISODE #

1025 / 162

1025 / 162

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Dialog:

Action: B.N. STOPS SHORT AS HE IS PULLED
FROM BEHIND.

(GORALINA CONTINUES OUT OF SCREEN
WITH A LEAP.)

DEC 13 2013

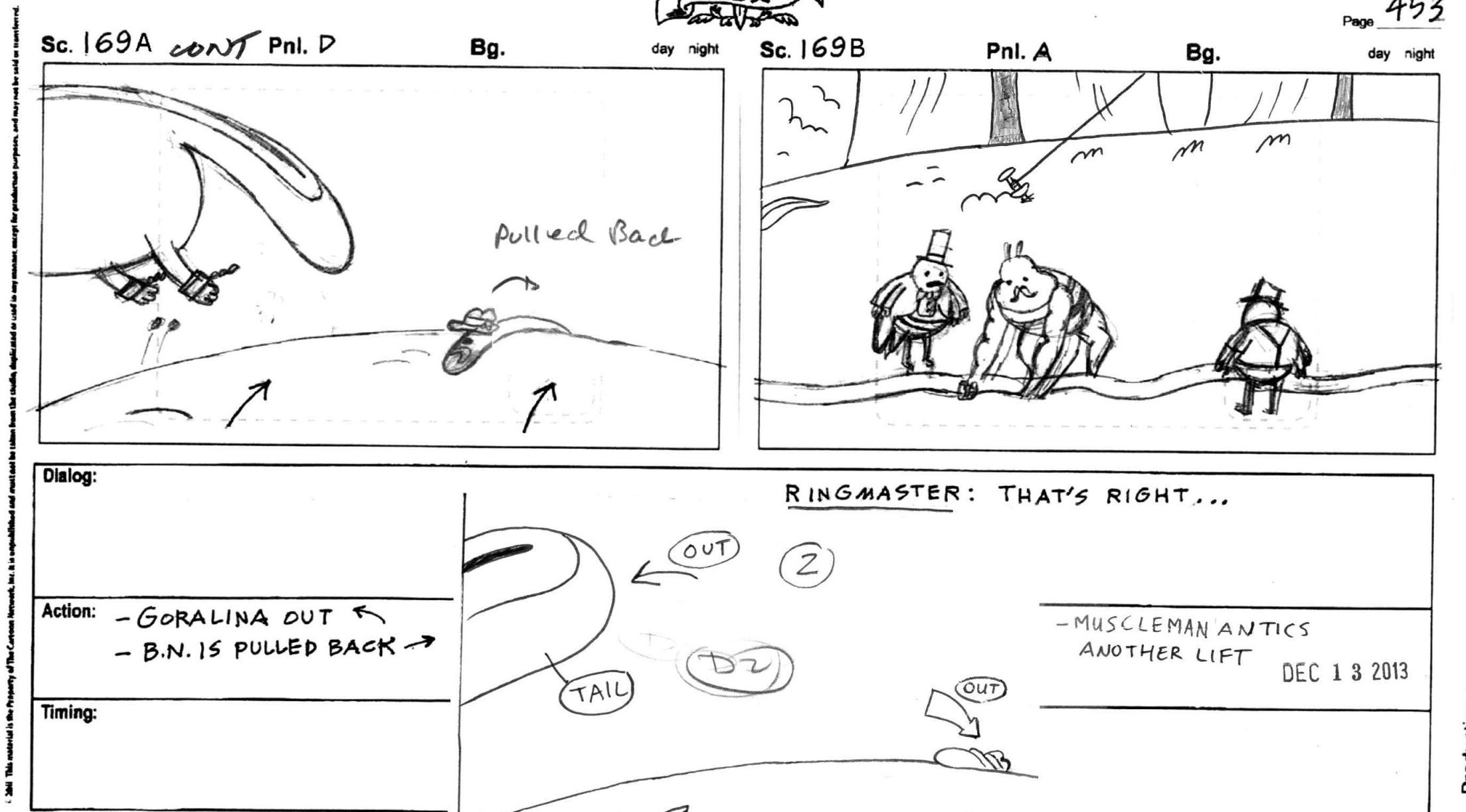
Timing:

Production:

1025 / 162

ADVENTURE TIME

1025/162



ADVENTURE TIME



Page 454

Sc. 169B cont Pnl. B

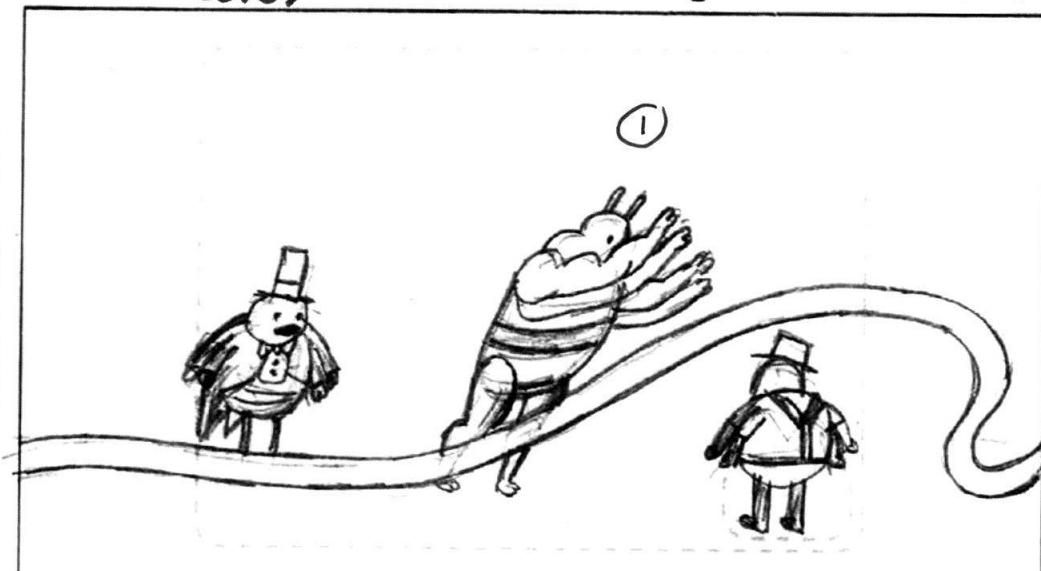
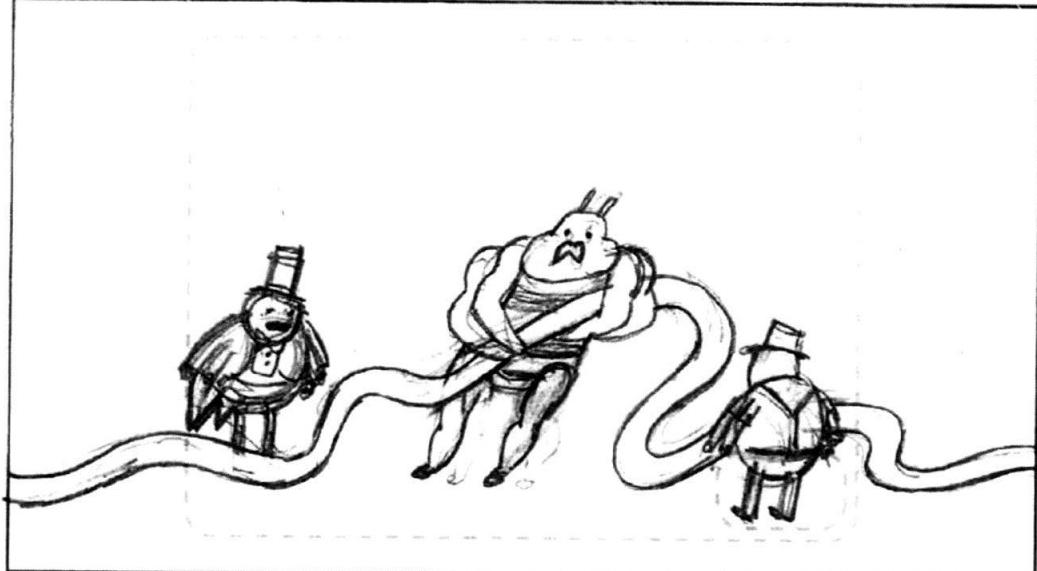
Bg.

day night

Sc. 169B cont Pnl.C

Bg.

day night



Dialog: RINGMASTER: ...LIFT WITH YOUR
LEGS FIRST...

RINGMASTER: ...THEN PUT YOUR BACK
INTO IT.

Action: MUSCLEMAN CONTINUES LIFTING AND
TOSSIN B.N. (REPEAT CYCLE.)

Timing:



EPISODE #

Production

1025/162

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1025/162

1025/162

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ADVENTURE TIME

Sc. 169B cont Pnl. D

Bg.



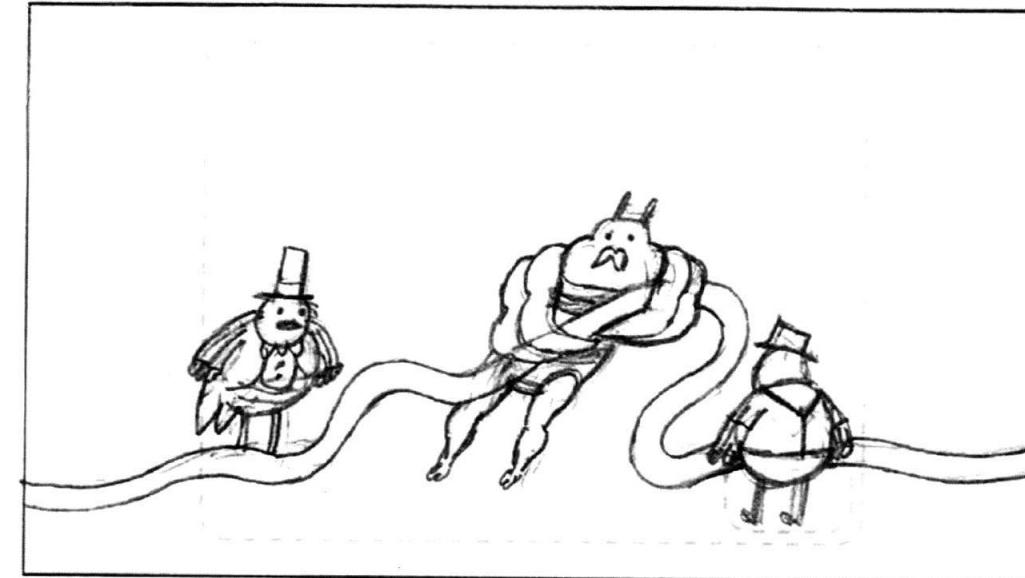
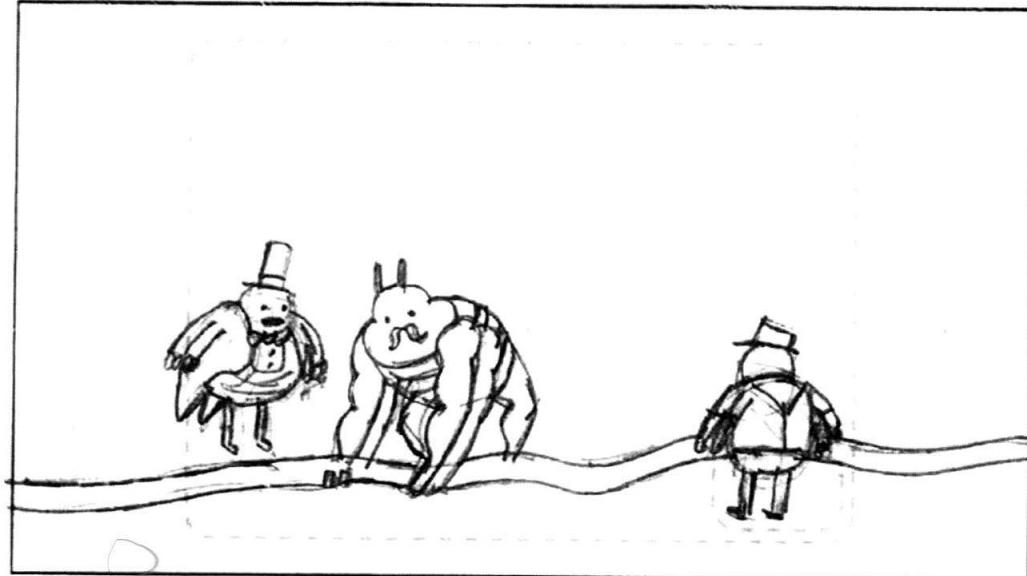
day night

Sc. 169B cont Pnl. E

Bg.

Page 455

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production

1025/162

1025/162

ADVENTURE TIME



Sc. 169B *cont* Pnl. F

Bg.

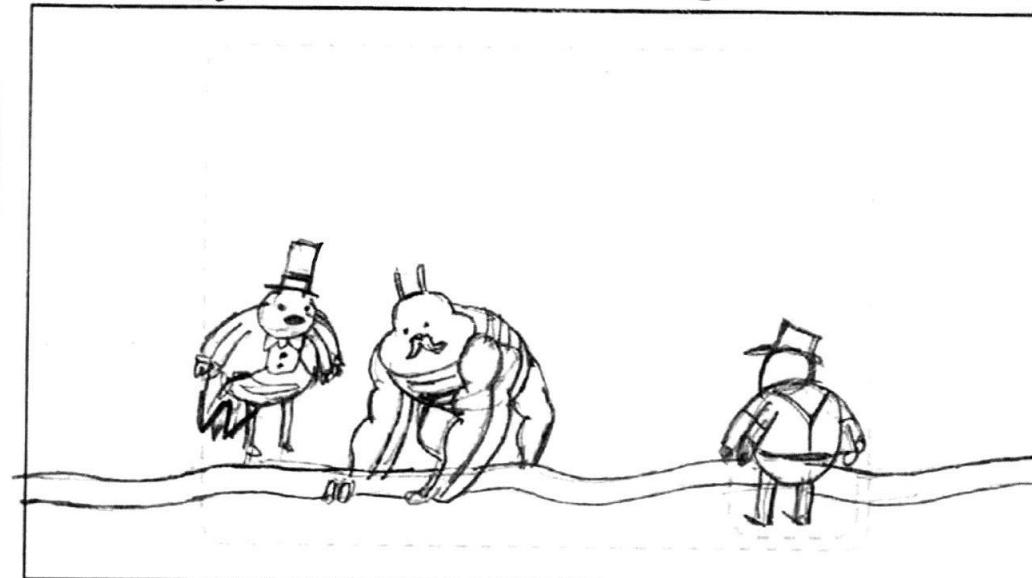
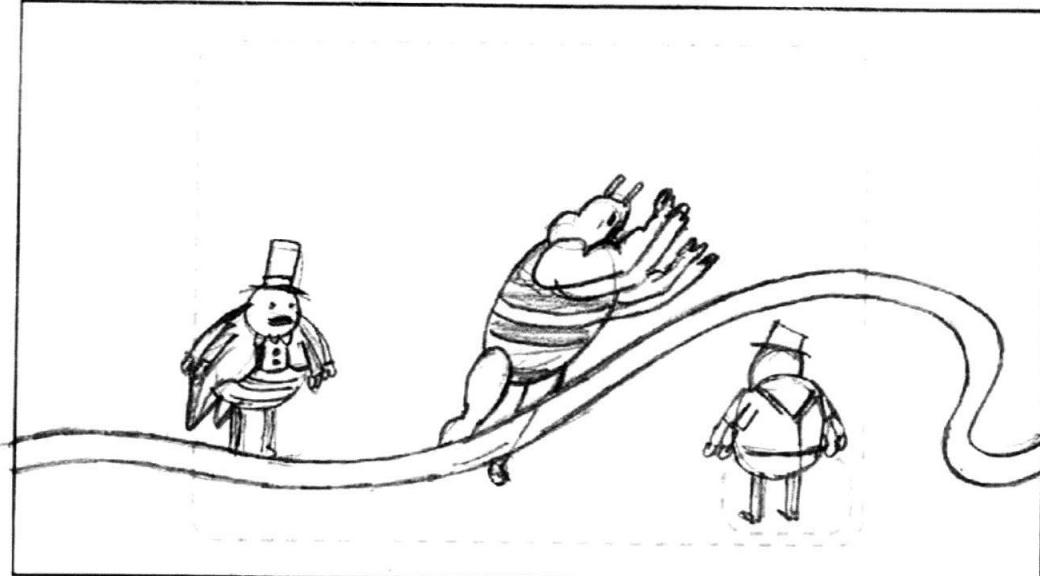
day night

Sc. 169B *cont* Pnl. G

Bg.

Page 456

day night



EPISODE #

1025/162

Dialog:

Action:

Timing:

DEC 13 2015

Production :

1025/162

ADVENTURE TIME

1025/162

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Sc. 169B *cont* Pnl. H

Bg.



day night

Sc. 169B *cont* Pnl. I

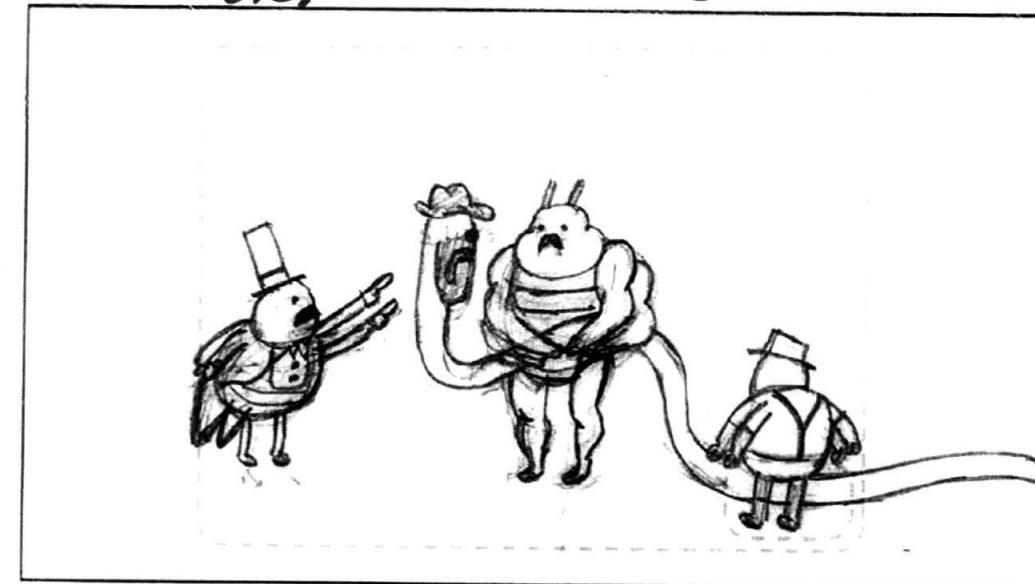
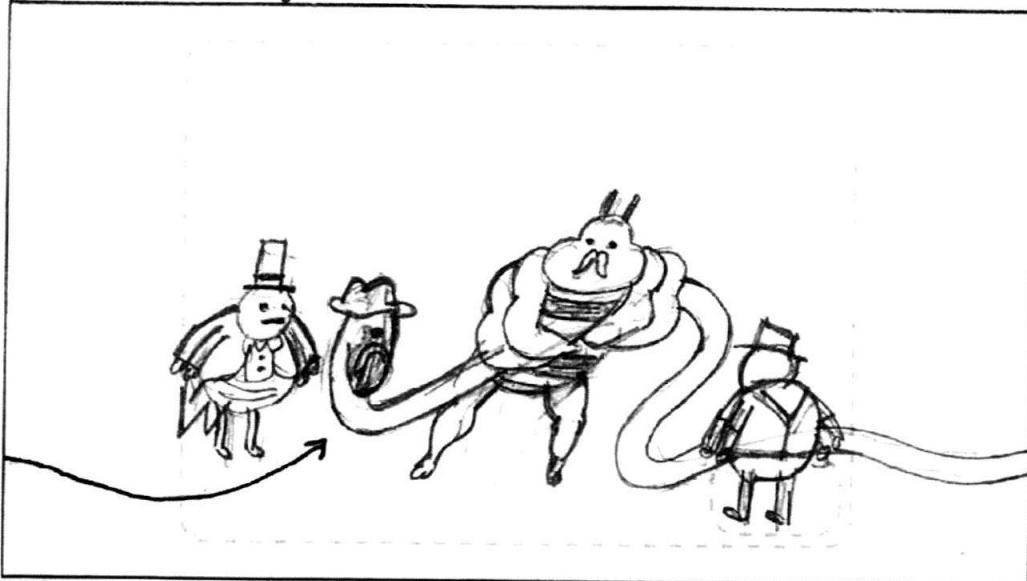
Bg.

Page 457

day night

EPISODE #

Production:



Dialog:

RINGMASTER: THERE HE IS!

Action:

FINALLY THE FACE OF B.N. IS
PULLED IN.

DEC 13 2013

Timing:

1025/162

1025/162

1025/162

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ADVENTURE TIME

Sc. 169B cont Pnl. J

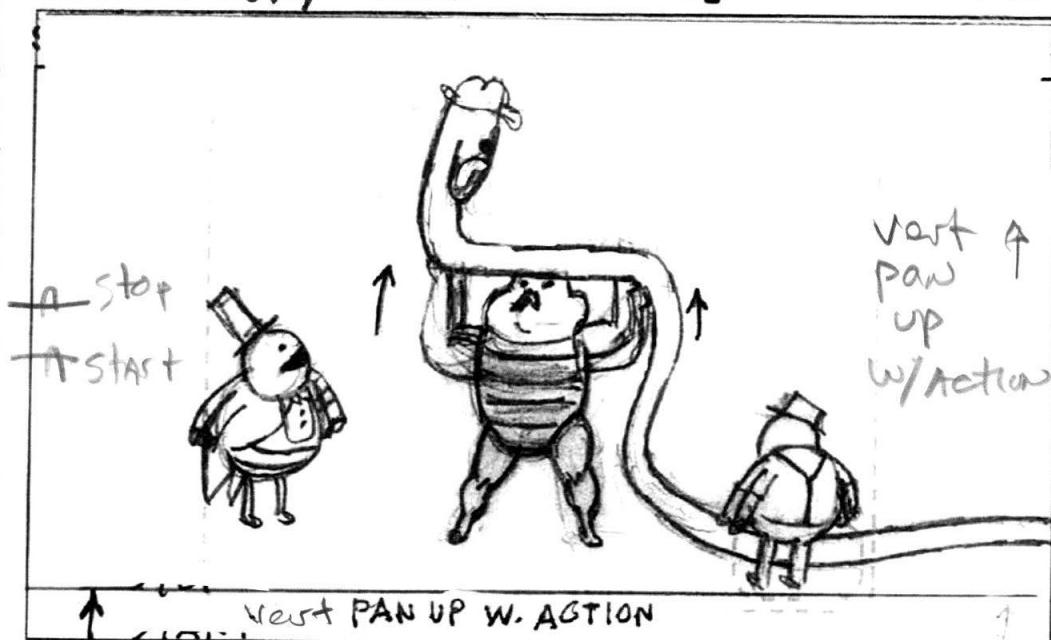
Bg.



169B cont.

(K)

458



RINGMASTER: GOTCHA!

SFX: WHAM!

Action:
- MUSCLEMAN DOES A DRAMATIC 'PRESS'
WITH B.N.
- PAN UP WITH MOVEMENT IF POSS.

MUSCLEMAN DUMPS B.N.

DEC 13 2013

Timing:

Production:

1025/162

1025/162

ADVENTURE TIME

1025/162

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Sc. 169B cont Pnl. L

Bg.



day night

Sc. 169B cont Pnl. M

Bg.

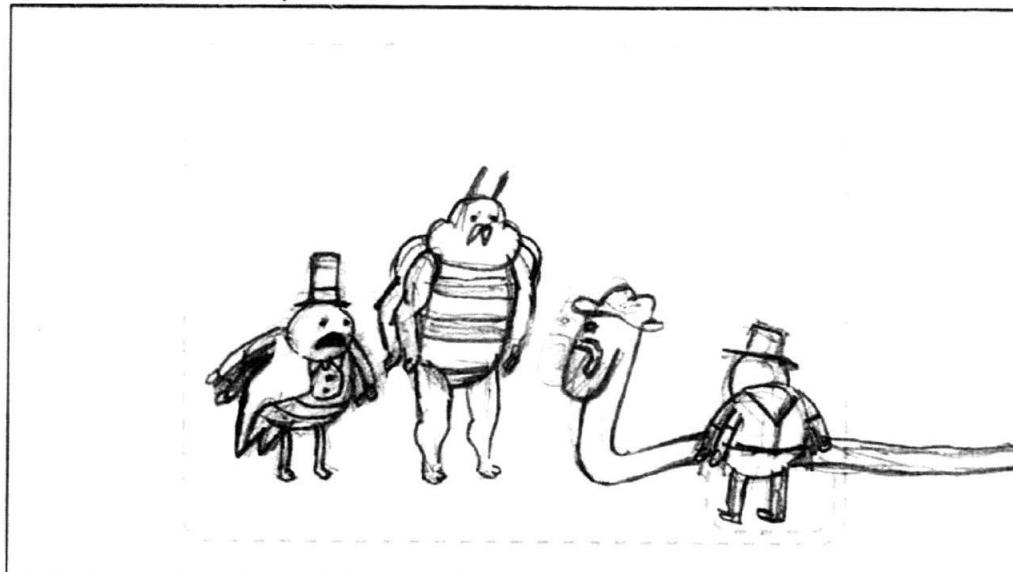
Page 459

day night

EPISODE #

Production :

1025/162



Dialog:

RINGMASTER: THOUGHT YOU COULD
SKIP OUT, EH? --
AND START YOUR
OWN CIRCUS!

RINGMASTER: I'LL SHOW YA...

Action:

RINGMASTER POINTS AT B.N.

DEC 13 2013

Timing:

Production :

1025/162

1025/162

ADVENTURE TIME



Sc. 169B cont Pnl. N

Bg.

day night

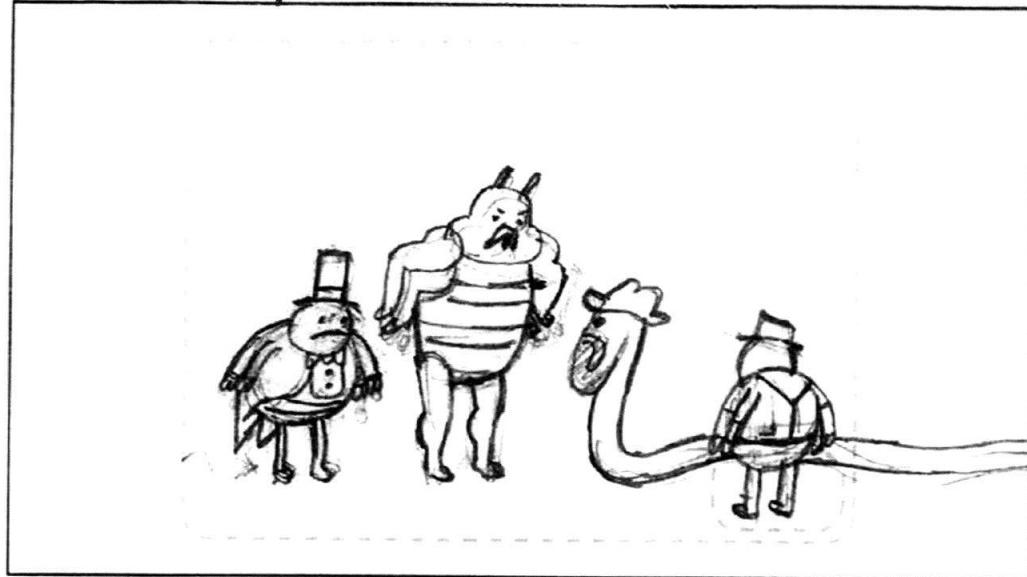
Sc. 170

Pnl. A

Bg.

Page 460

day night



Dialog:
MUSCLEMAN: YEAH --- YOU ...

MUSCLEMAN: YOU,,, AND YOUR ..,
(O.S.)

Action: MUSCLEMAN SPEAKS FOR THE FIRST TIME.

CLOSE ON B.N. LOOKING SAP.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

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ADVENTURE TIME

Sc. 170 cont Pnl. B

Bg.



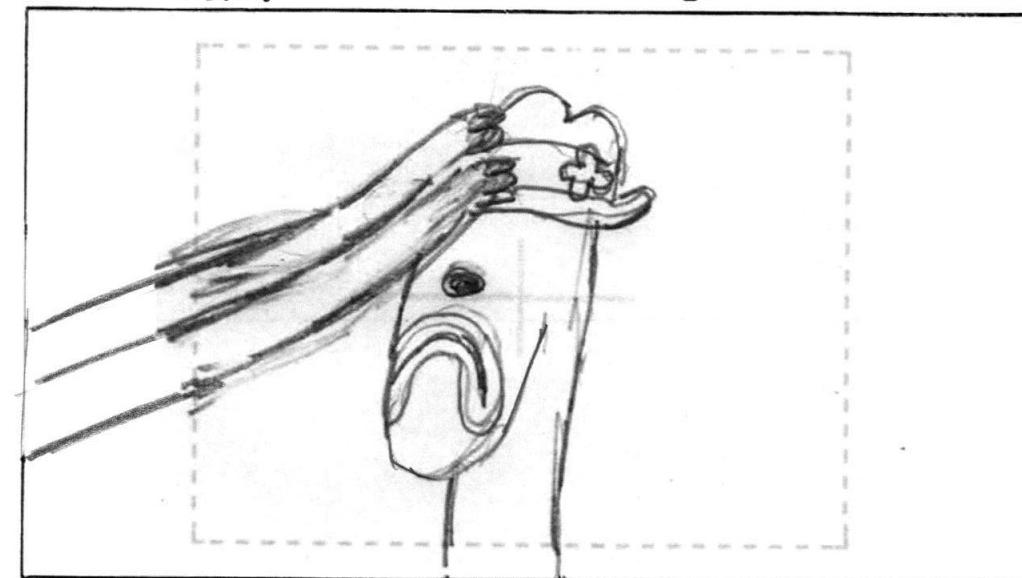
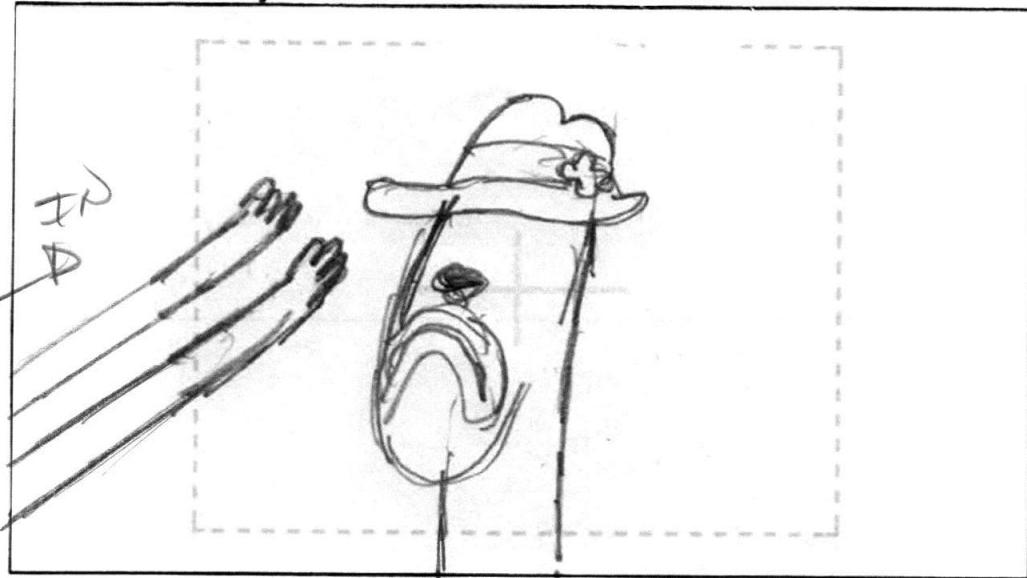
day night

Sc. 170 cont Pnl. C

Bg.

Page 461

day night



Dialog:

MUSCLEMAN: ... CORNY CLOWN HAT! ...

Action:

MUSCLEMAN'S ARMS COME IN.

MUSCLEMAN GRABS HAT.

DEC 13 2012

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

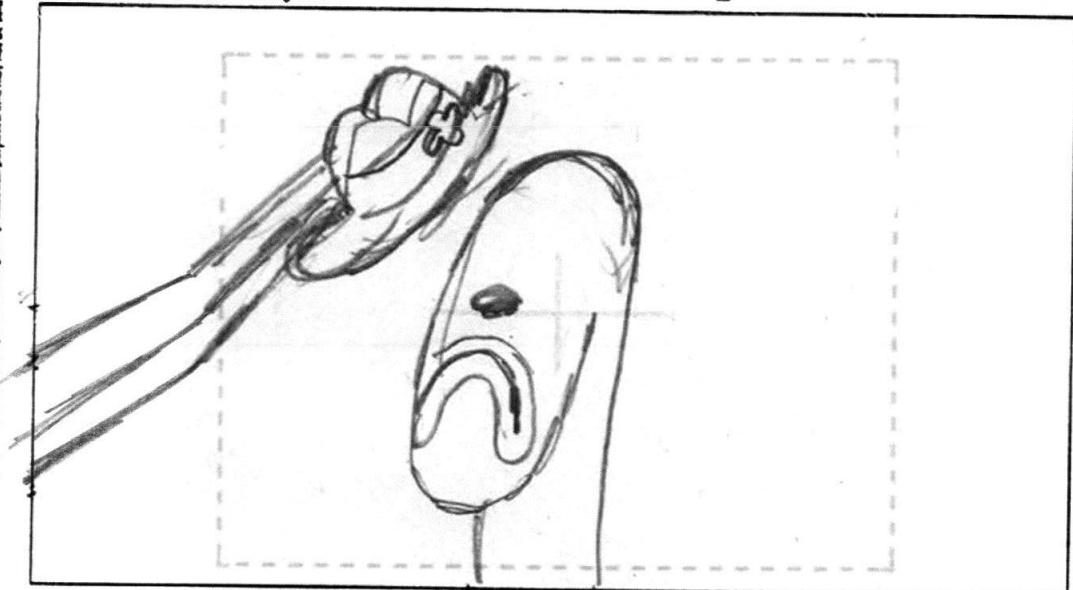


1025 / 162

Sc. 170 cont Pnl. D

Bg.

day night

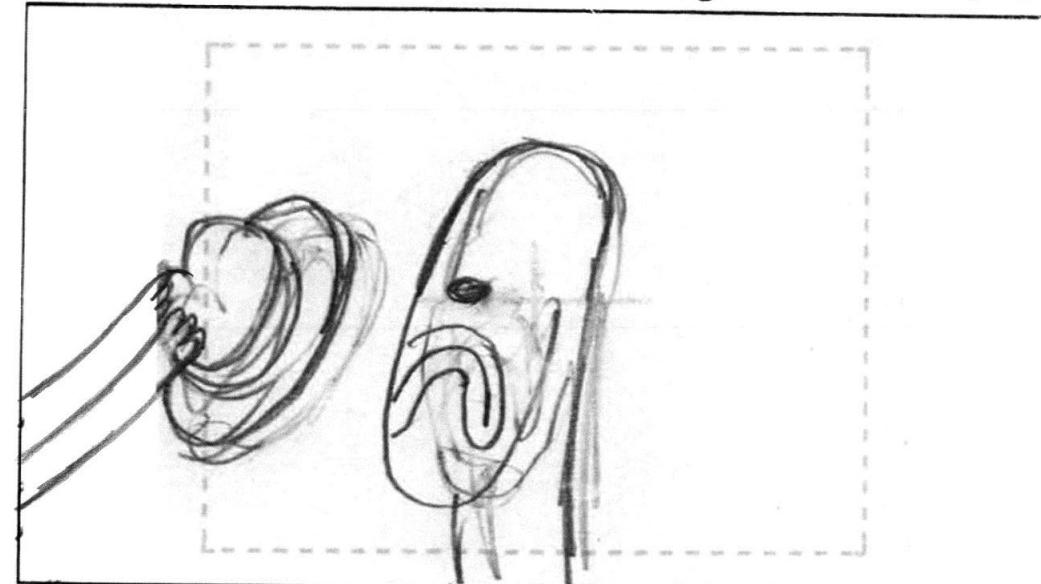


Sc. 170 cont Pnl. E

Bg.

Page 462

day night



Dialog:

Action:

DEC 13 2013

Timing:

EPISODE #

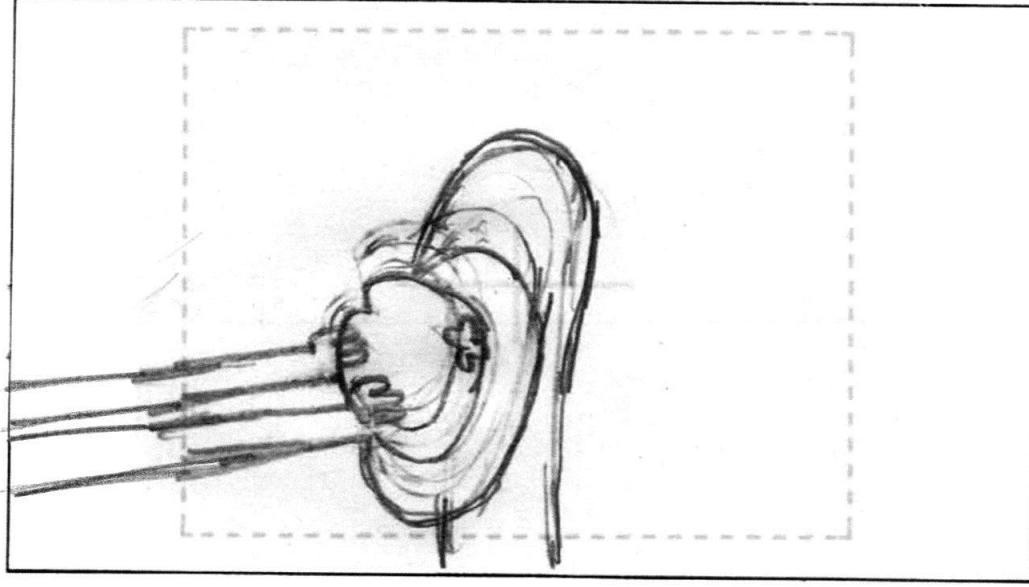
Production :

1025 / 162

ADVENTURE TIME

Sc. 170 cont Pnl. F

Bg.



day night

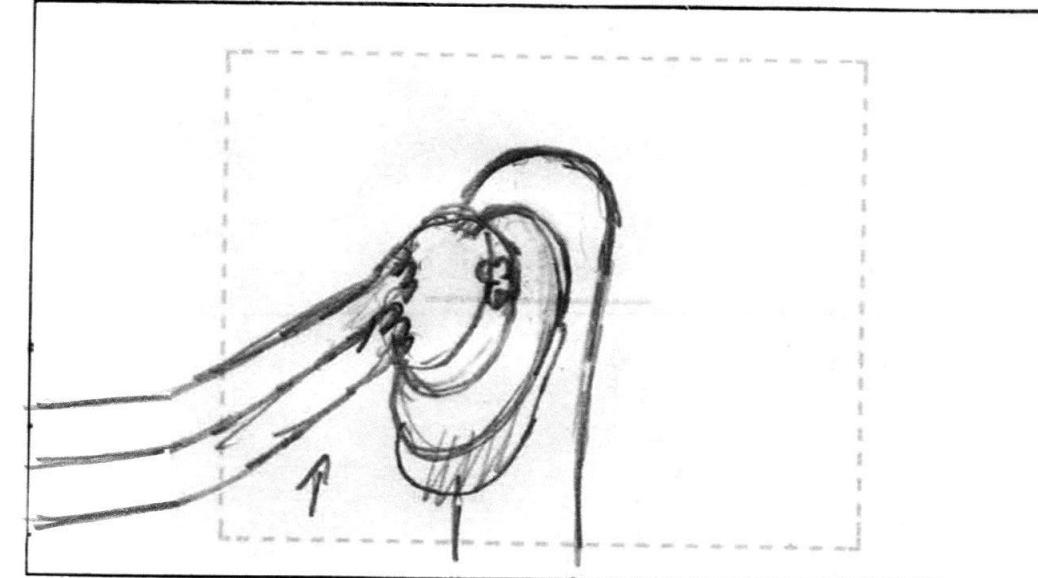
Sc. 170 cont

Pnl. G

Bg.

Page 463

day night



day night

EPISODE #

Production :

1025/162

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Dialog:

Action: MUSCLEMAN SHOVES THE HAT INTO
B.N.'S FACE, INSULTINGLY!

MUSCLEMAN WIPES THE HAT AROUND B.N.'S FACE.

Timing:

DEC 13 2013

1025/162

1025/162

1025/162

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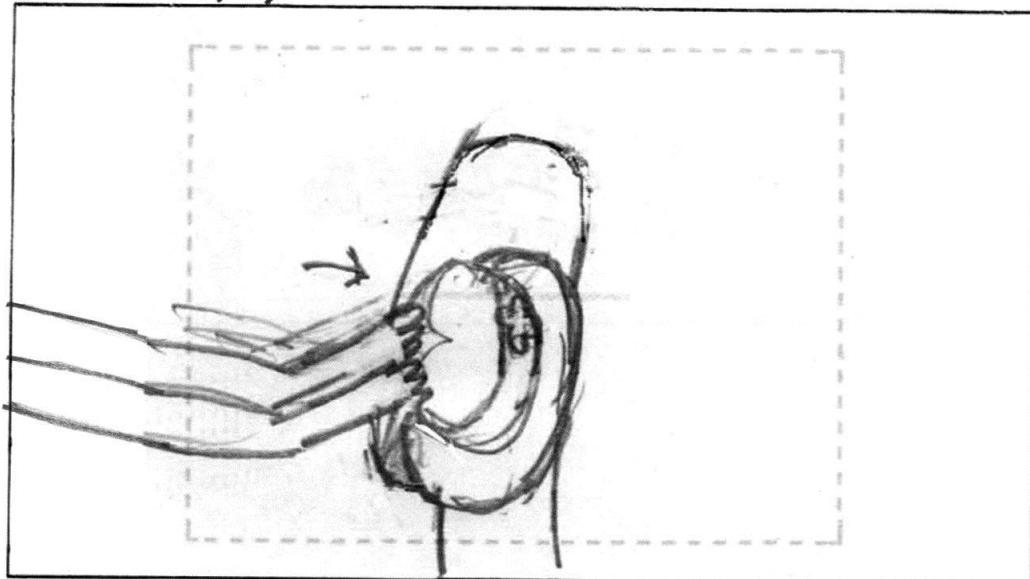
ADVENTURE TIME



Sc. 170 cont Pnl. H

Bg.

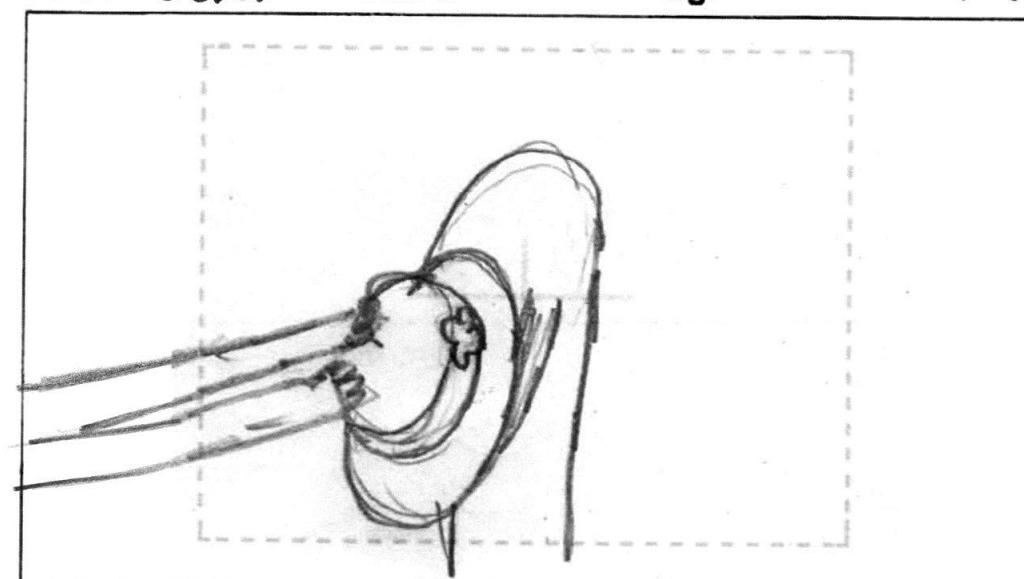
day night



Sc. 170 cont

Pnl. I

day night



Page 464

EPISODE #

Production :

Dialog:

Action: CONTINUE THE HAT WIPI NG B.N.'S
FACE (BROAD, SLOPPY MOVEMENT).
[THE STORYBOARD DRAWINGS ARE

Timing: TOO TIGHT.]

DEC 13 2013

1025/162

1025/162

ADVENTURE TIME

1025/162

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Sc. 170 CONT Pnl. J

Bg.



day night

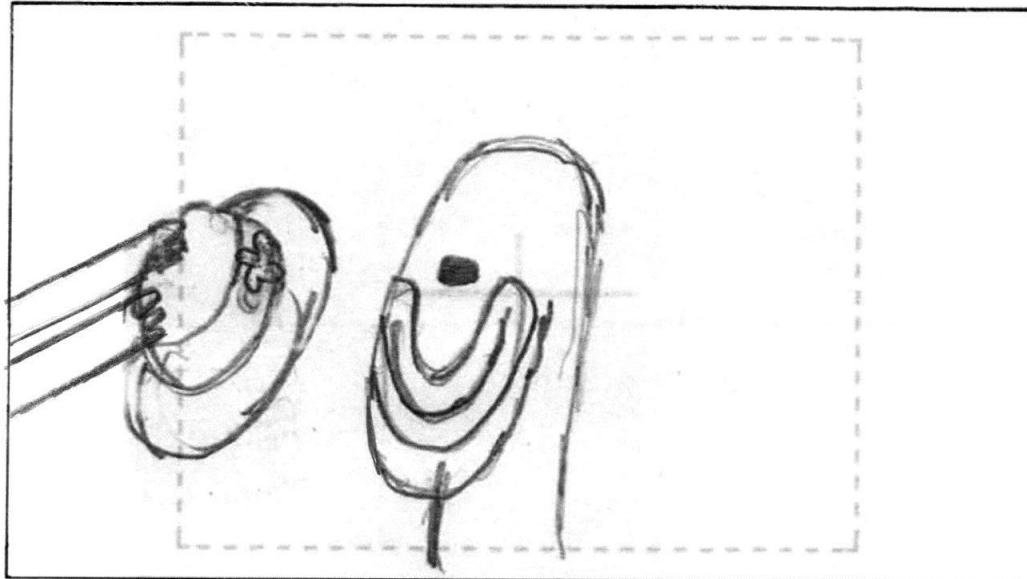
Page

465

day night

EPISODE #

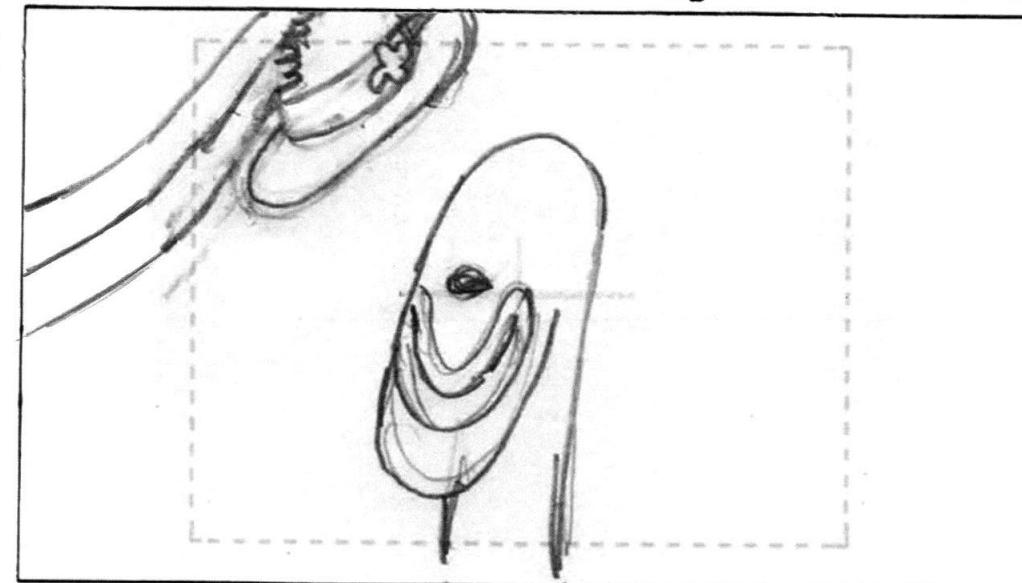
Production :



Sc. 170 cont

Pnl. K

Bg.



Dialog:

Action:

MUSCLEMAN PULLS THE HAT AWAY FROM B.N. ---
REVEALING A HAPPY SMILE ON B.N. !

Timing:

DEC 13 2011

1025/162

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ADVENTURE TIME



Sc. 170 cont Pnl. L

Bg.

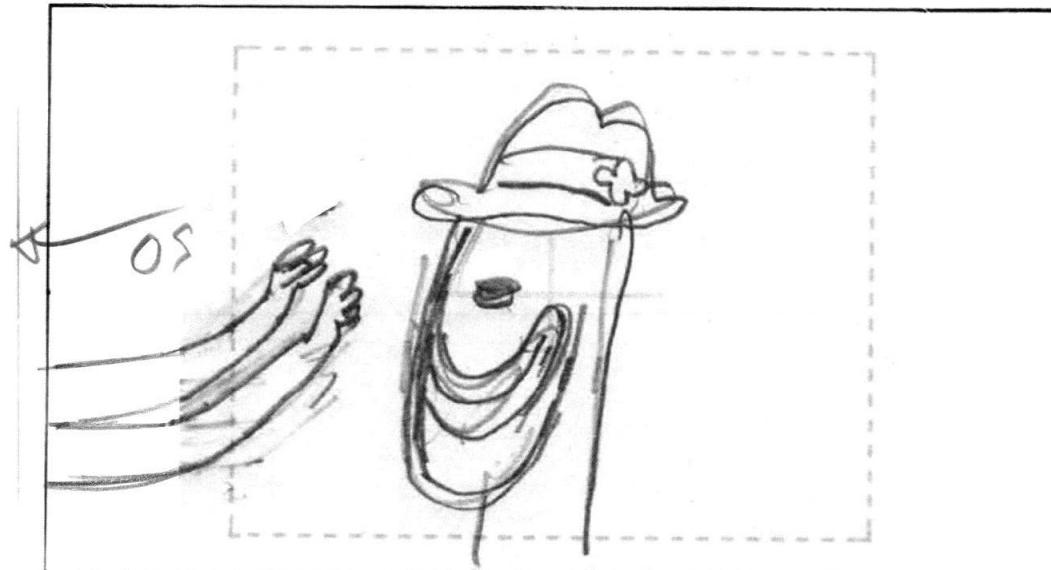
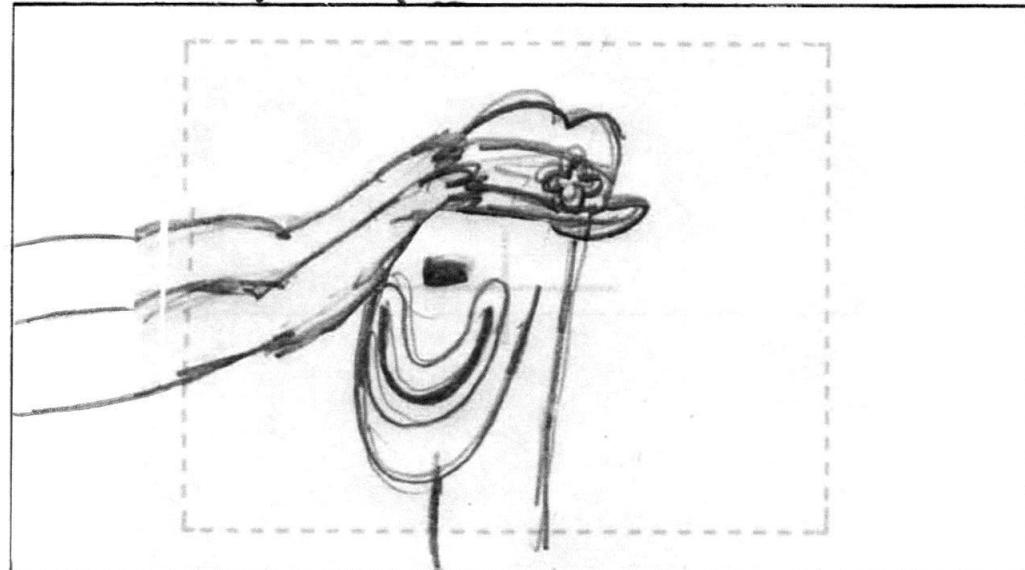
day night

Sc. 170 cont Pnl. M

Bg.

Page 466

day night



Dialog:

Action:

MUSCLEMAN PLOPS HAT ONTO B.N.

Timing:

DEC 13 2013

EPISODE #

Production :

+025/162

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1025/162

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ADVENTURE TIME

Sc. 170 cont Pnl. N

Bg.



day night

Sc. 170 cont

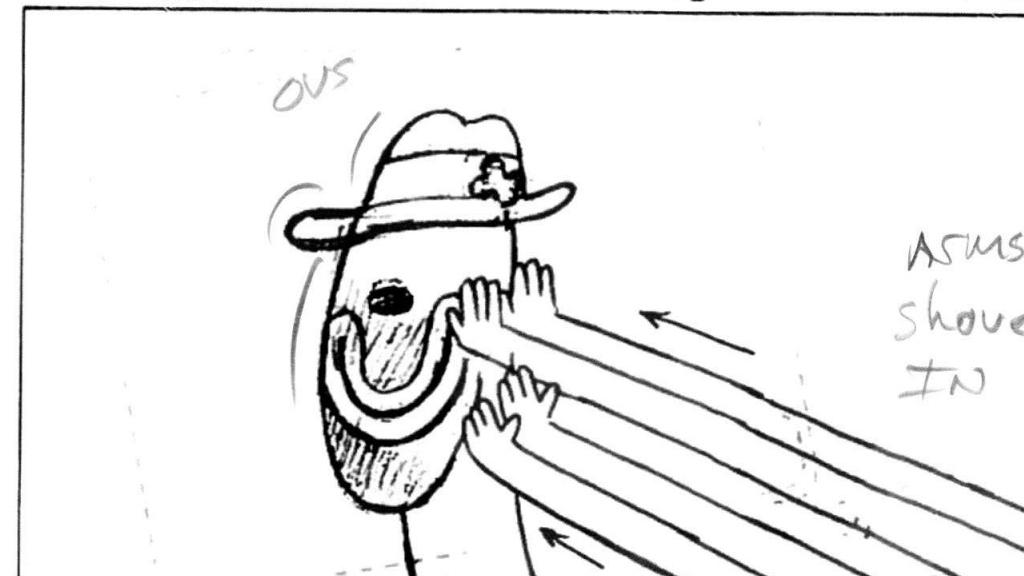
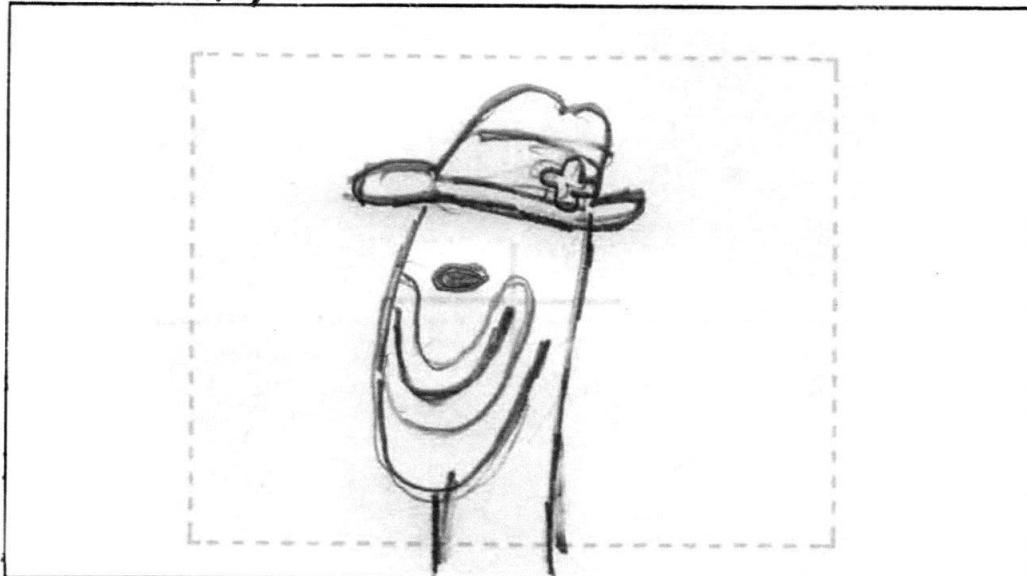
Pnl. O

Page 467

day night

EPISODE #

Production :



Dialog:

ROUSTABOUT (o.s.): YOU RAT!

Action:

Timing:

DEC 13 2013

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1025/162

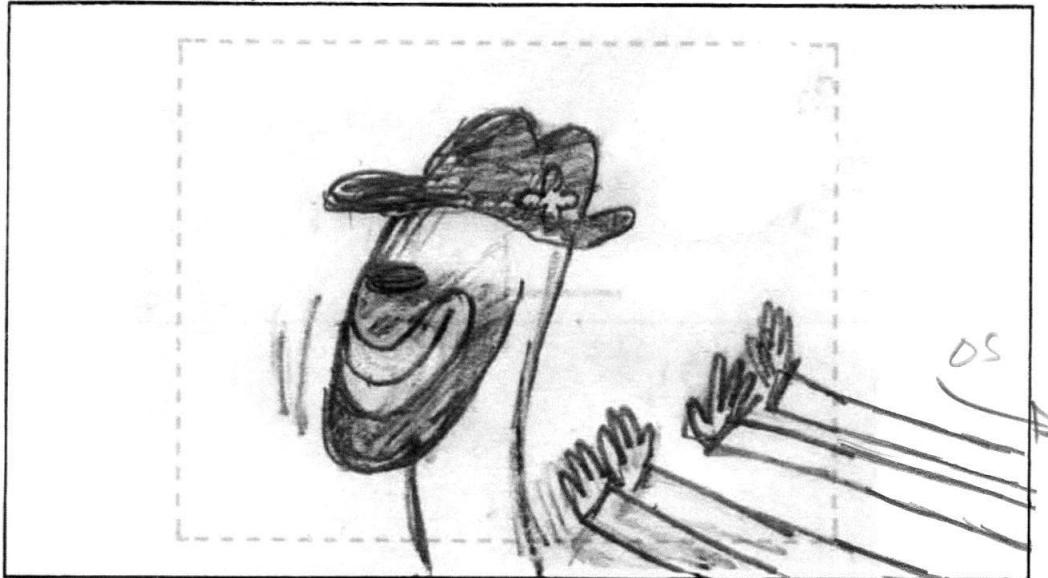
ADVENTURE TIME



Sc. 170 cont Pnl. P

Bg.

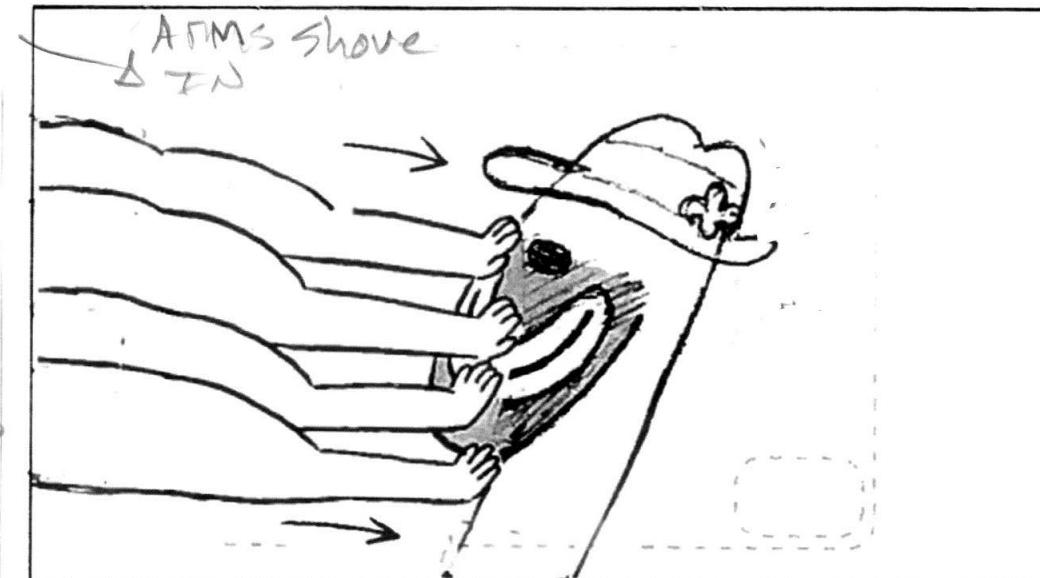
day night



Sc. 170 cont Pnl. Q

Bg.

day night



Dialog:

MUSCLEMAN: YOU CREEP!
(O.S.)

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

ADVENTURE TIME

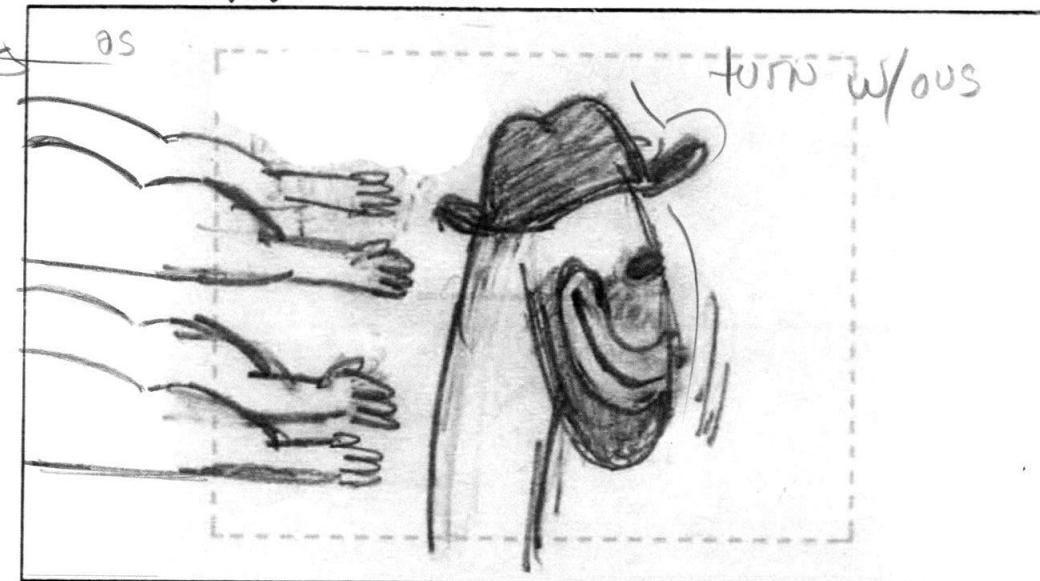
1025/162

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Sc. 170 ~~CONT~~ Pnl. R

Bg.

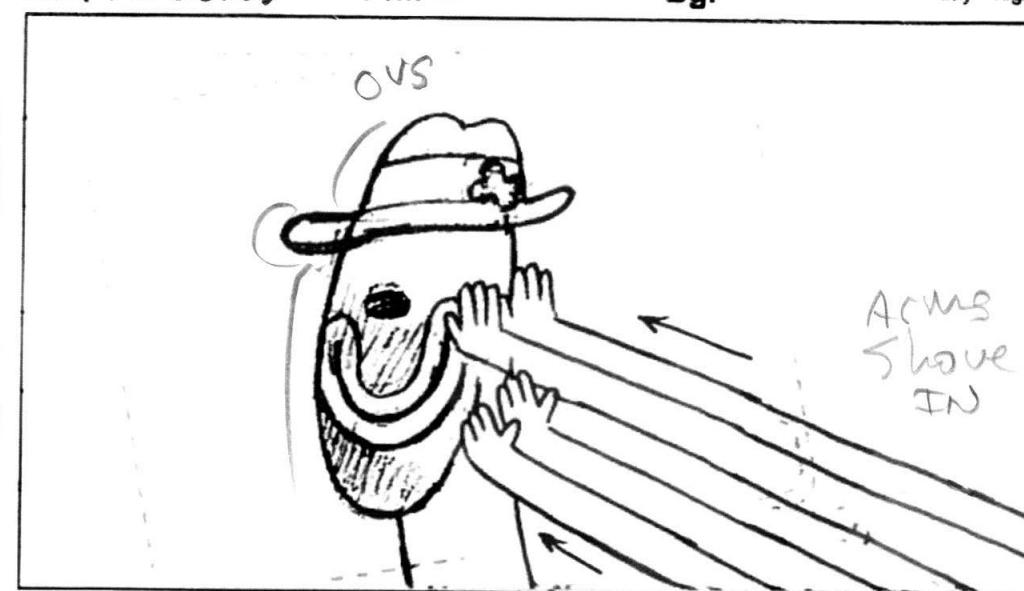
day night



Sc. 170 ~~CONT~~ Pnl. S

Bg.

day night



Dialog:

ROUSTABOUT: HEY, HE'S SMILING!
(O.S.)

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

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ADVENTURE TIME



Sc. 170 cont Pnl. T

Bg.

day night

Sc. 170

cont

Pnl.U

Bg.

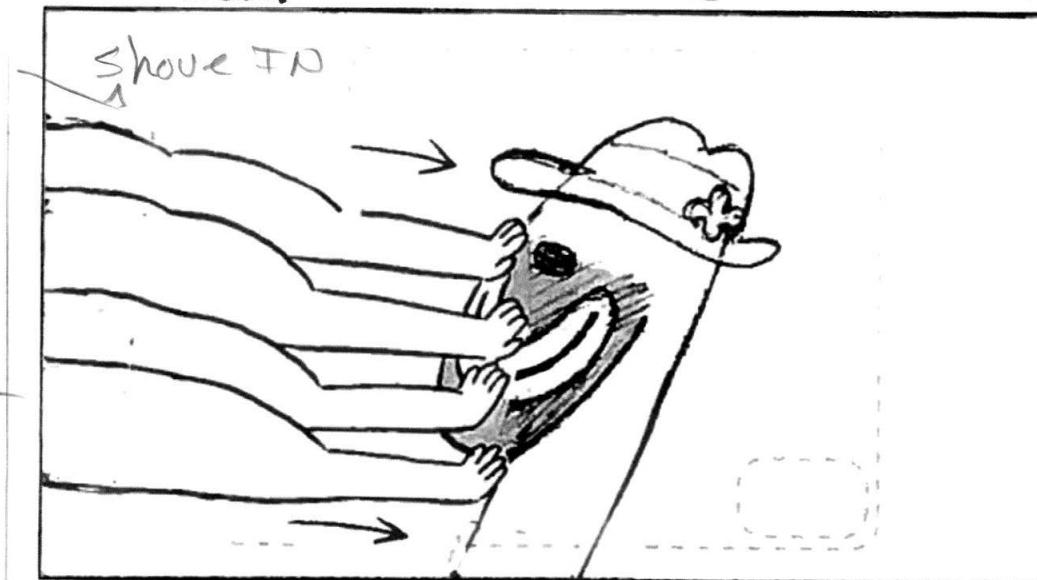
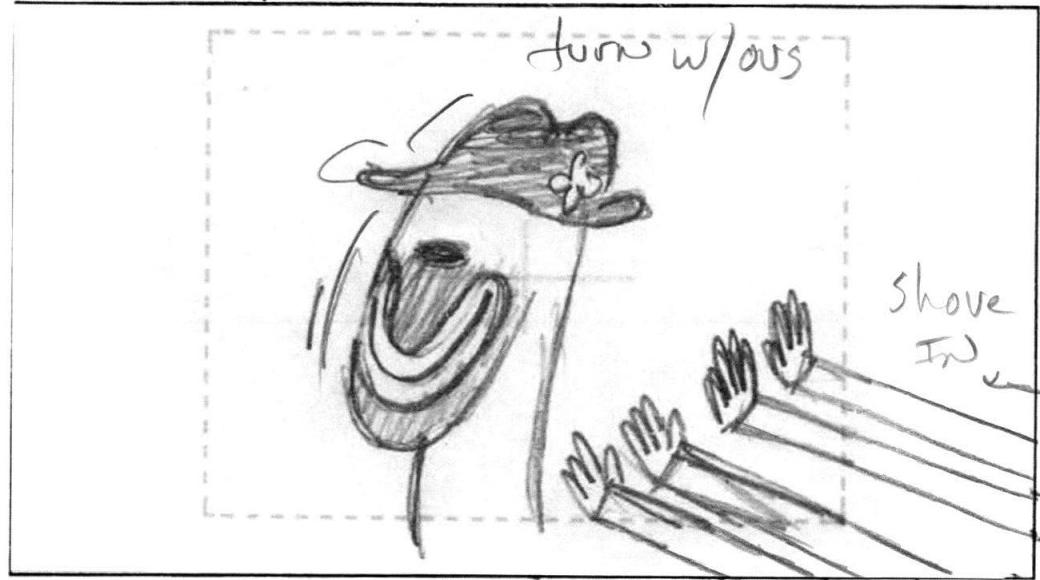
Page 470
day

470ANEXT

EPISODE #

Production :

1025/162



Dialog:

MUSCLEMAN: WHAT'S SO FUNNY?
(O.S.)

Action:

Timing:

DEC 13 2013

ADVENTURE TIME

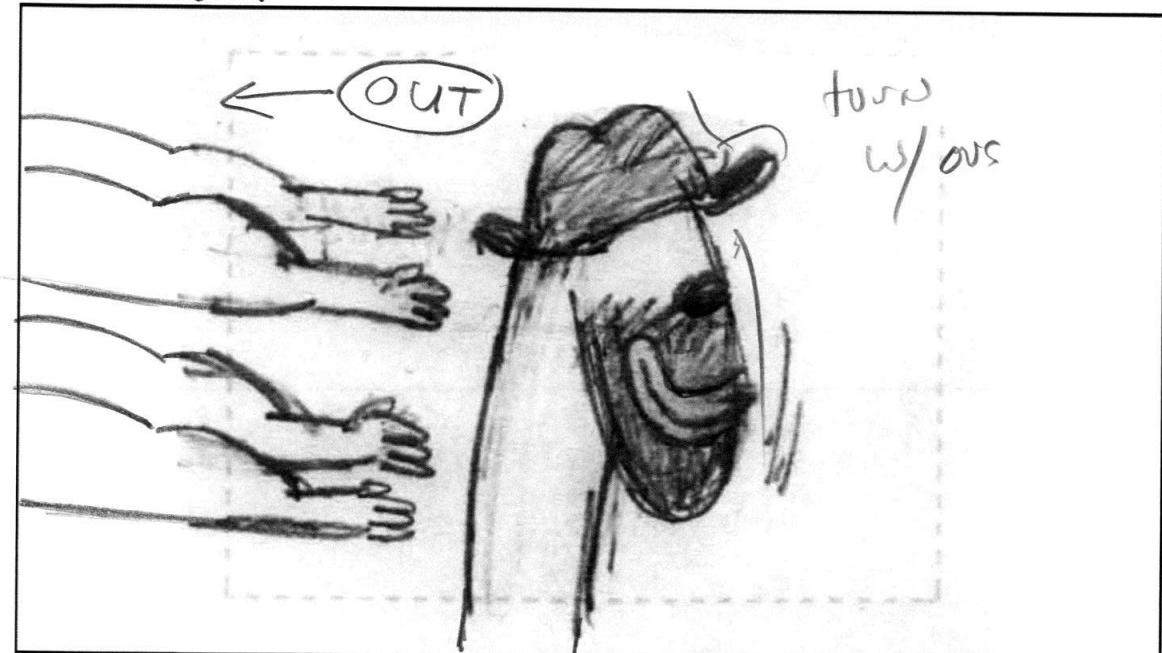


Sc.170 cont

Pnl.V

Bg.

day night



Sc.171

Pnl.A

Bg.

Page 470A
471 NEXT
day night



Dialog:

ROUSTABOUT (o.s.): WHAT'S THE BIG JOKE?

Action:

A SHOT OF TREES, LOOKING UP A BIT AT
THE SKY BEYOND.

Timing:

DEC 13 2015

Production :

EPISODE #

1025 / 162

1025/162

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ADVENTURE TIME



NO SC
172

Page 471

EPISODE #

1025/162

Sc. 171 cont

Pnl. B

Bg.

day night



Sc. 171 cont

Pnl. C

Bg.

day night



Dialog:

Action: RAYS OF SUN SHINE THROUGH
THE TREES.

MORE RAYS OF SUN SHINE, AS MORNING
BEGINS!

Timing:

DEC 13 2013

Production :

1025/162

1025/162

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ADVENTURE TIME



Page 472

Sc. 173

Pnl. A

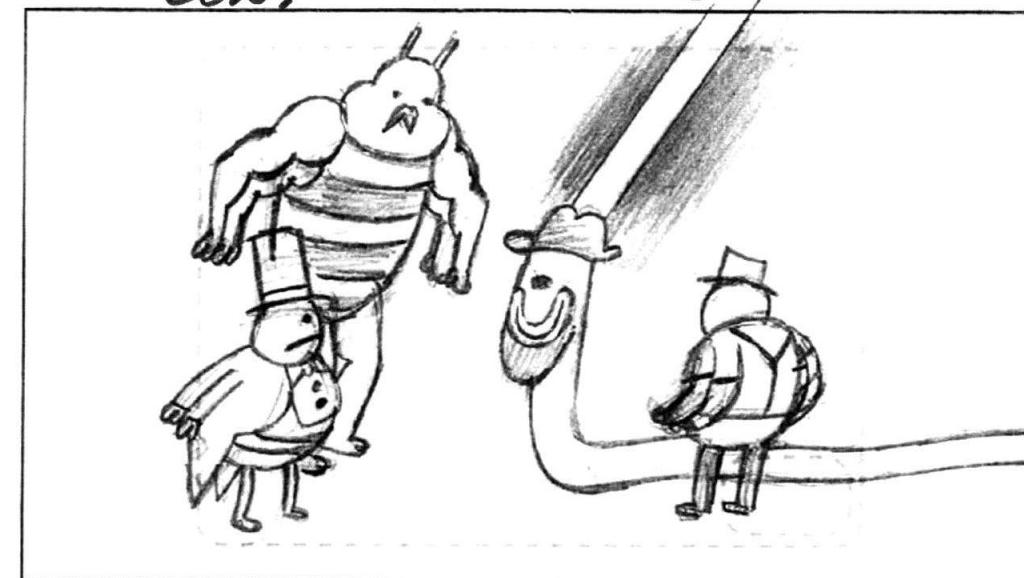
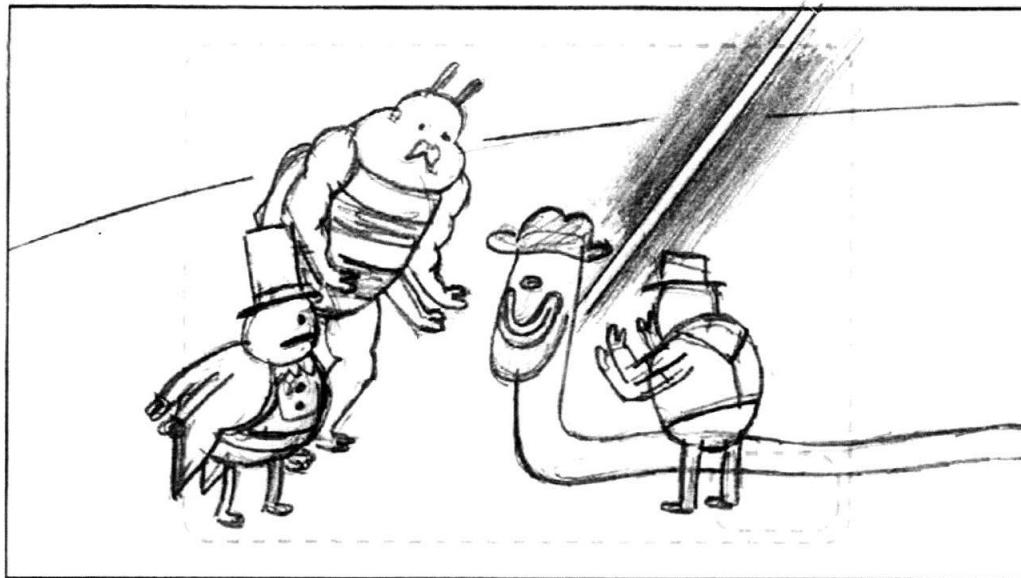
Bg.

day night

Sc. 173 *cont* Pnl. B

Bg.

day night



Dialog:

Action: A RAY OF SUNLIGHT IS SHINING ON B.N.

THE RAY OF SUNLIGHT BECOMES LARGER AS IT MOVES UP TO B.N.'S HEAD.

Timing:

DEC 13 2013

Production :

EPISODE #

1025/162

ADVENTURE TIME



473

Page

Sc. 173 cont

Pnl. C

Bg.

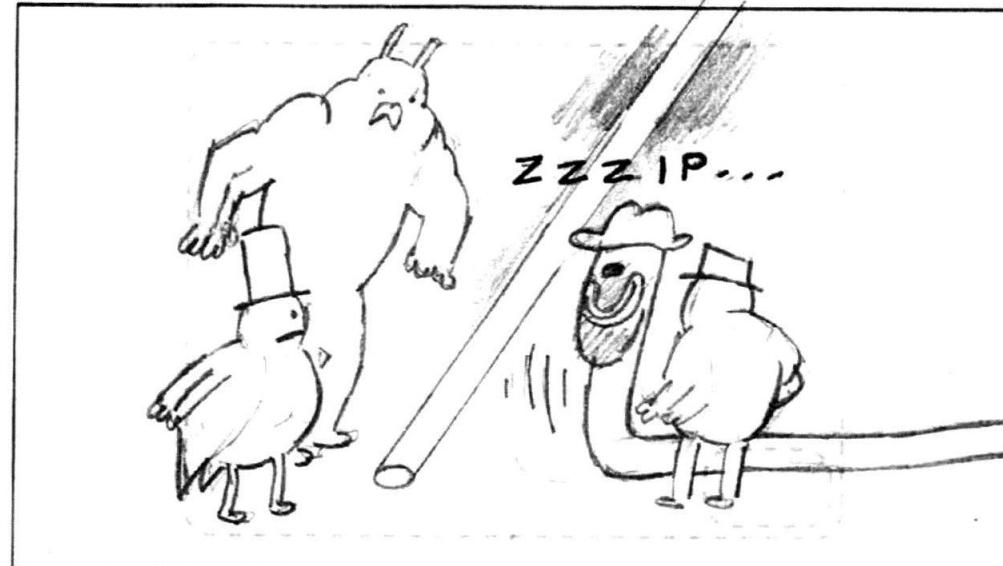
day night

Sc. 173 cont

Pnl. D

Bg.

day night



Dialog:

SFX: ZZZIP!

Action:
B.N. TWITCHES MAGICALLY
A COUPLE OF TIMES.

B.N. BEGINS TO ZIP BACKWARDS, LIKE A
RETRACTING TAPE-MEASURE.
(NOT TOO FAST AT FIRST... KIND OF SLOW.)

Timing:

DEC 13 2013

EPISODE #

Production :

ADVENTURE TIME

1025/162

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Sc. 173 cont Pnl. E

Bg.

day night

Sc. 173 cont Pnl. F

Bg.

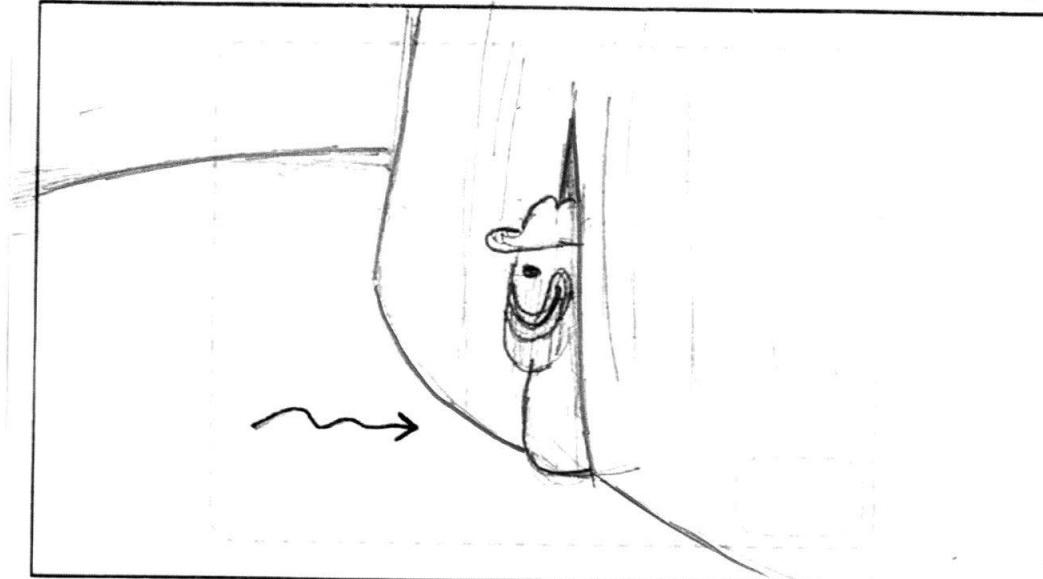
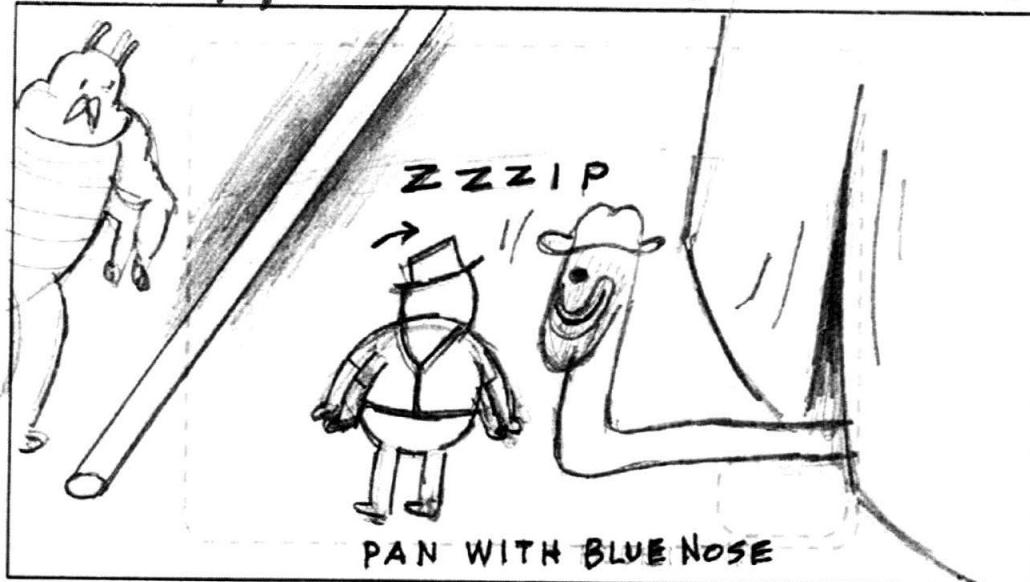
Page 474

day night

EPISODE #

Production

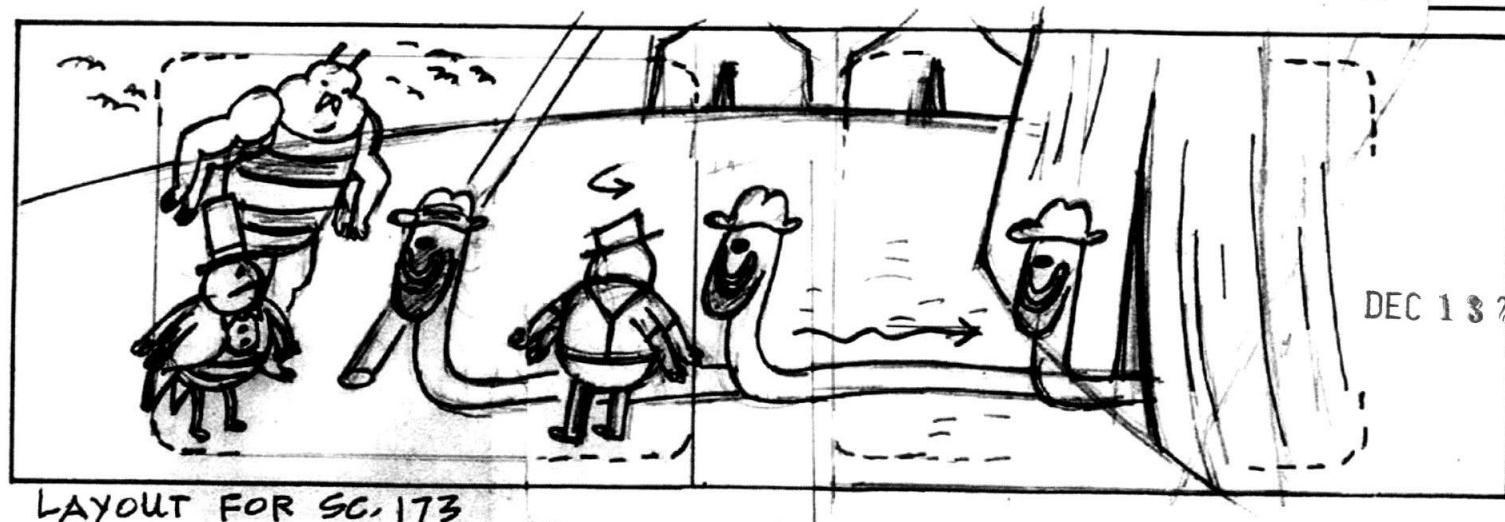
1025/162



Dialog:

Action:
- B.N. ZIPS AWAY FROM
THE OTHER CHARACTERS.
- PAN W. B.N.

Timing:



AYOUT FOR SC. 173

(THIS IS A BIT OF A FAKE.., THE CHARACTERS FARHER FROM THE TENT
THAN IN SC. 168.)

1025/162

1025/162

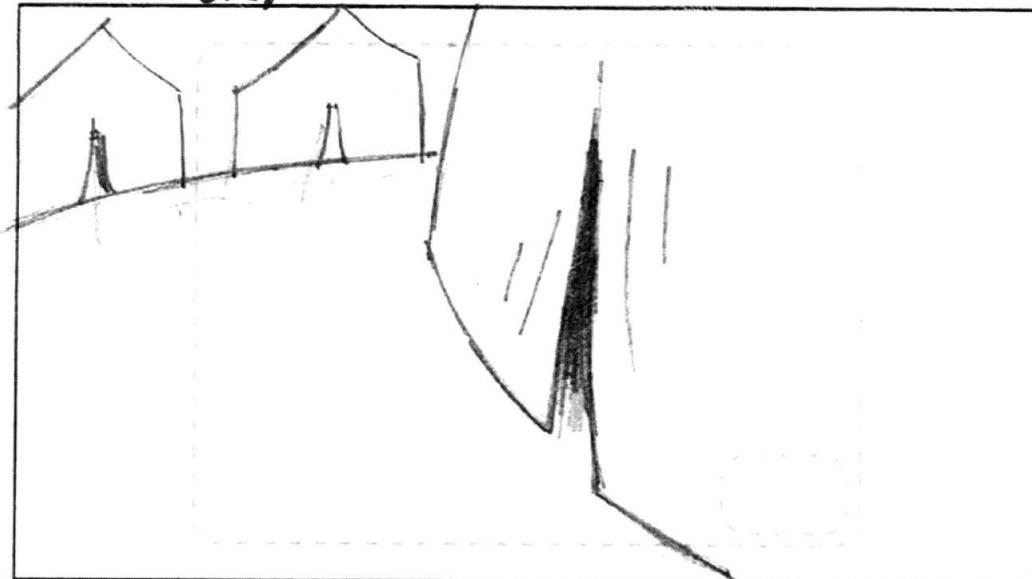
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ADVENTURE TIME



Page 475

Sc. 173 *CONT* Pnl. G Bg.

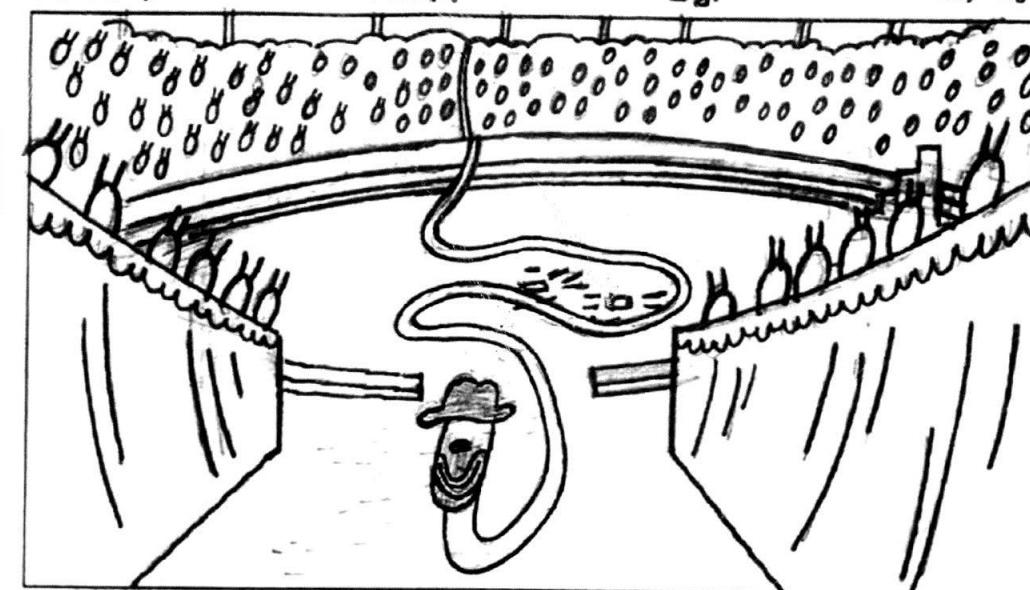


day night Sc. 174

Pnl. A

Bg.

day night



EPISODE #

1025/162

Dialog:

SFX: ZZZIP!

Action:

B.N. ZIPS BACK INTO TENT, PICKING UP SPEED.

Timing:

DEC 13 2013

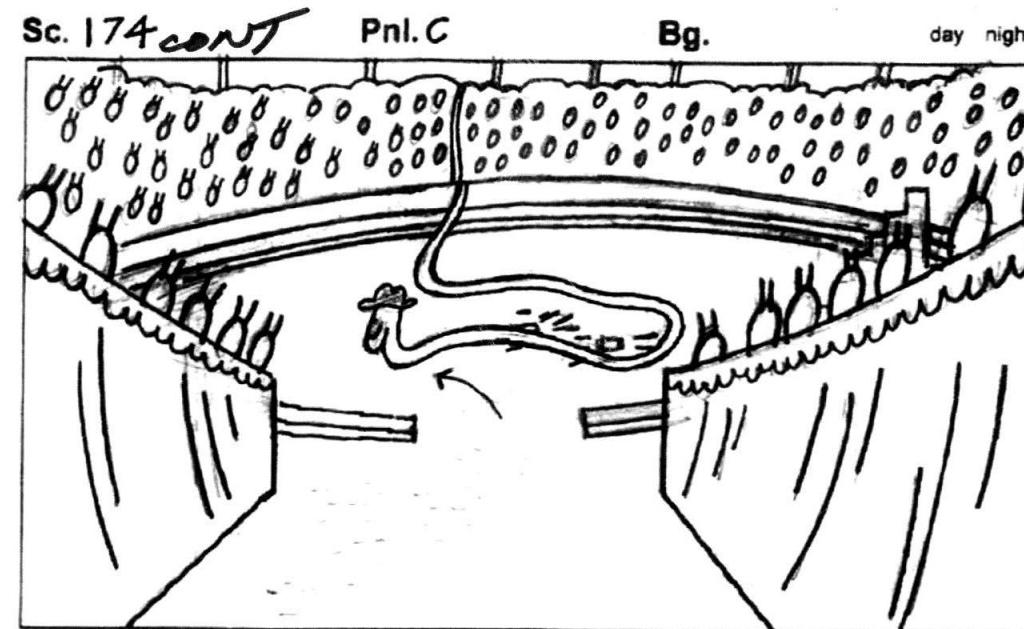
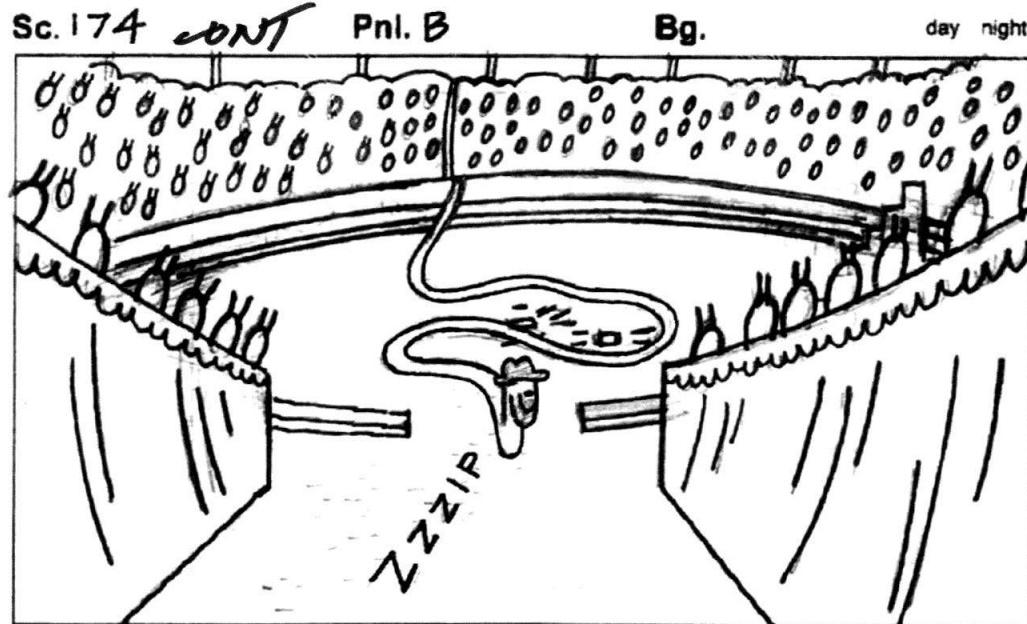
Production

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ADVENTURE TIME



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Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

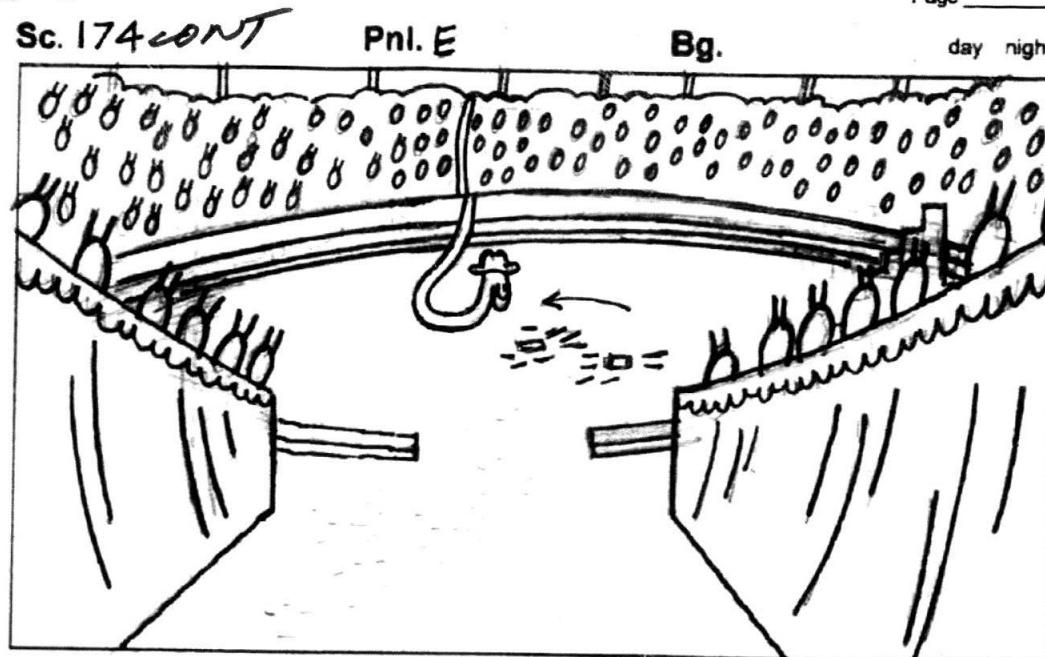
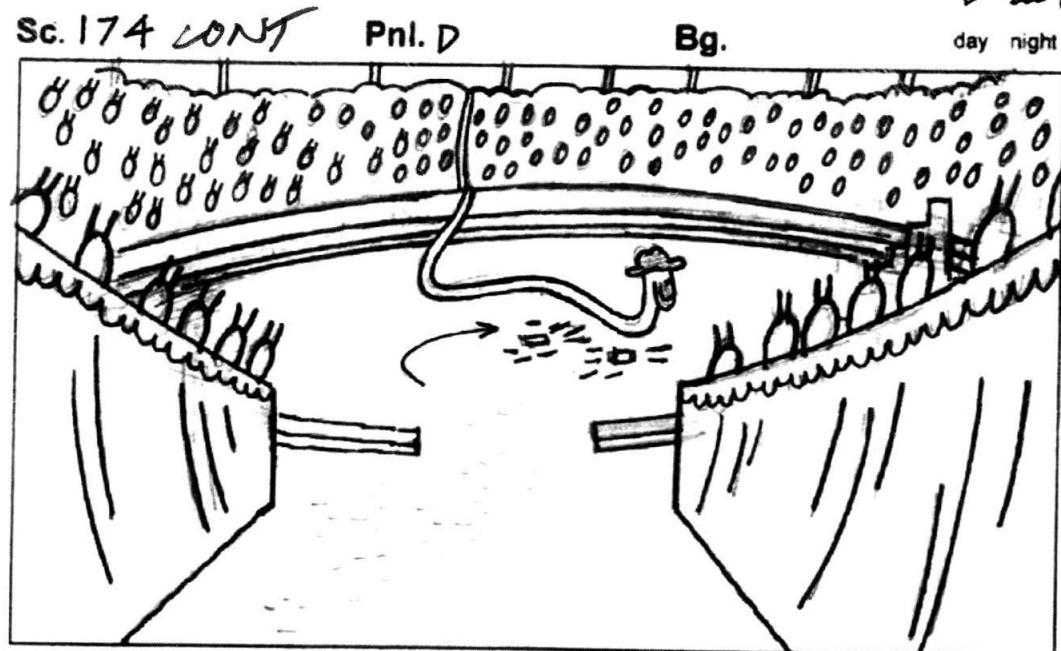
ADVENTURE TIME



Page 477

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EPISODE #

Production :

Dialog:	
Action:	
Timing:	

DEC 13 2013

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1025/162

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ADVENTURE TIME

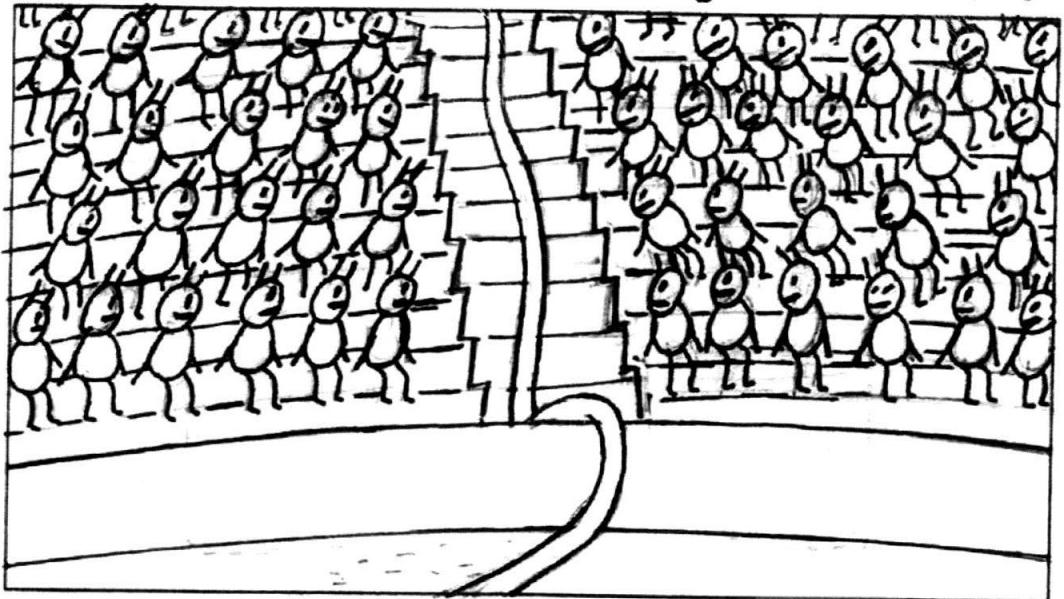


Sc. 175

Pnl. A

Bg.

day night

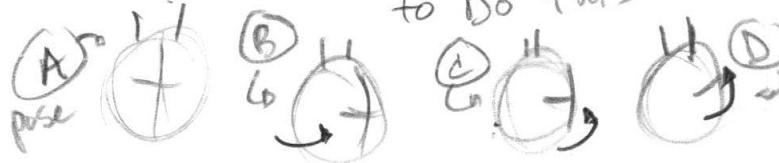


Dialog:

SFX: ZZZIP!

Action: B.N. RETRACTS UP THE STAIRS
(NOW MOVING AT FULL SPEED.)

Timing:



TIME CROWD
to Do this

& I'll HAVE
Reboarded to
match your
TIMING

DEC 13 2013

Production:

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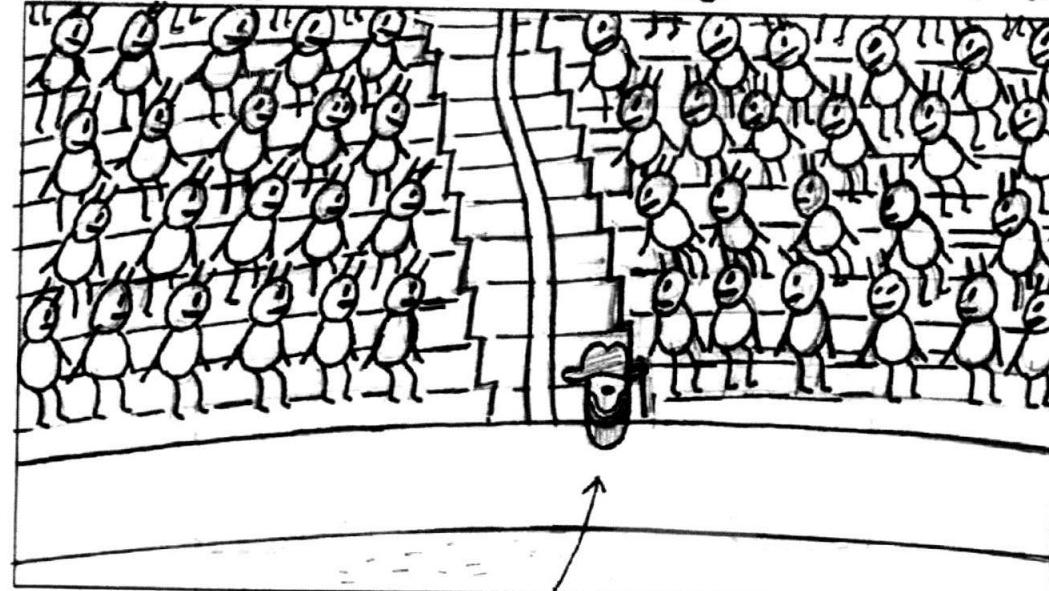
day night

Sc. 175 cont

Pnl. B

Bg.

day night



EPISODE #

1025/162

1025/162

ADVENTURE TIME

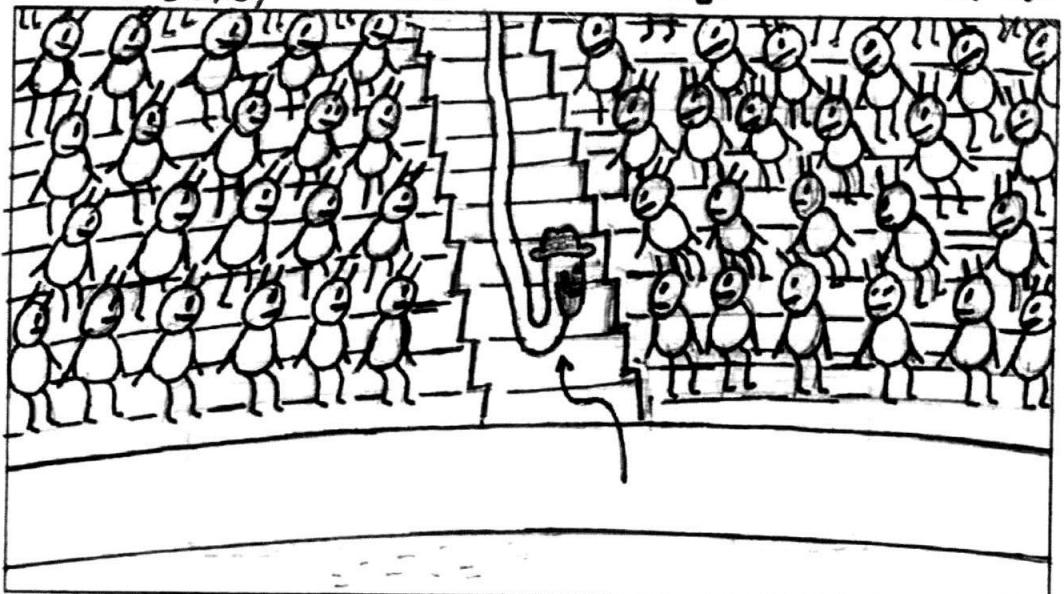


Sc. 175 cont

Pnl. C

Bg.

day night



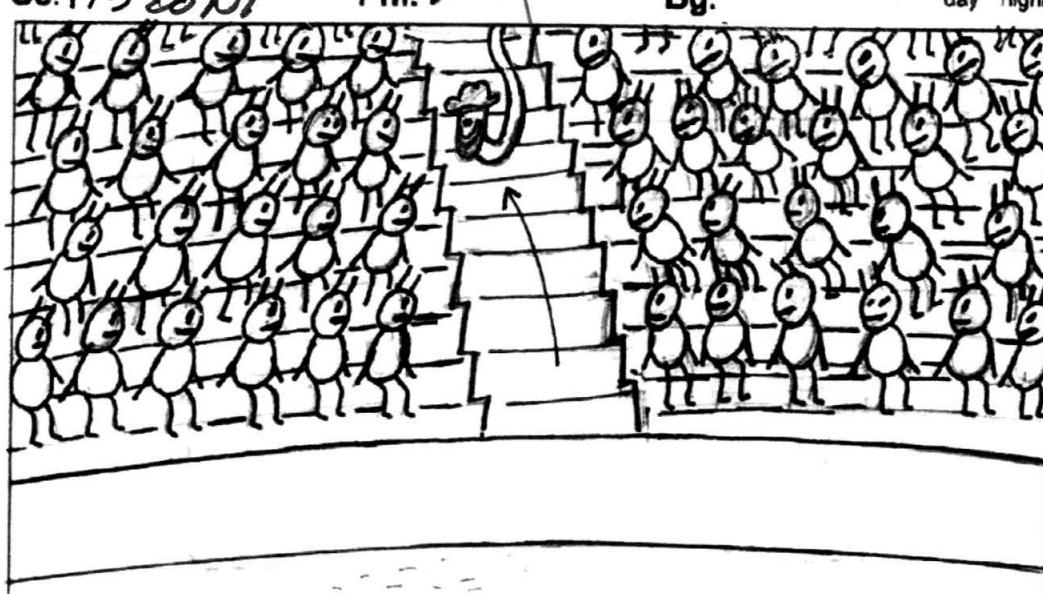
Sc. 175 cont

Pnl. D

OS

Bg.

day night



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EPISODE #

Production :

1025 / 162

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Dialog:

AUDIENCE: WHA...?

Hm! ...

(CONFUSED WALLA)

Action:

Timing:

DEC 13 2013

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1025/162

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ADVENTURE TIME



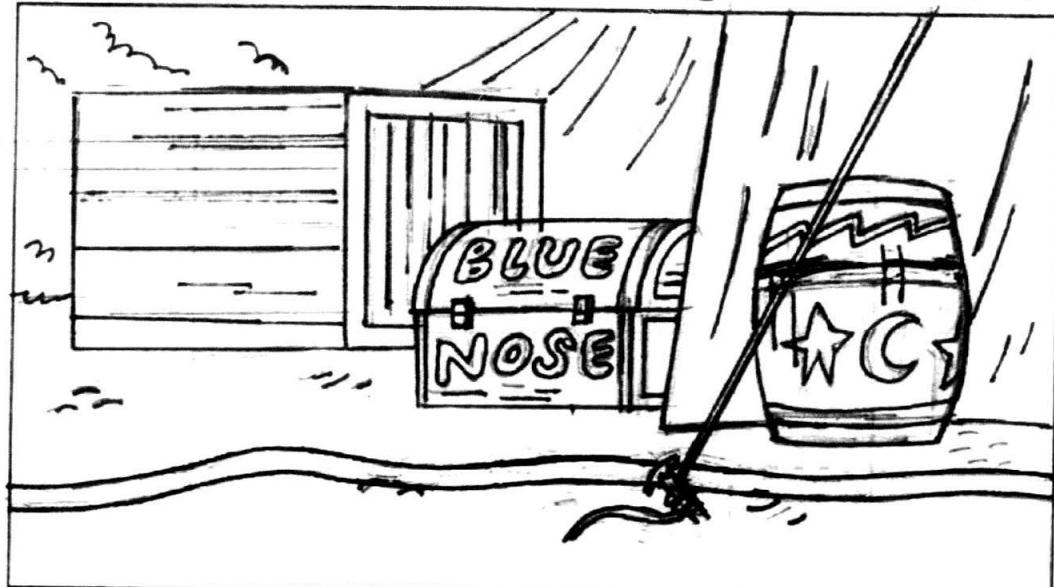
Page 480

Sc. 176

Pnl. A

Bg.

day night



Sc. 176 cont

Pnl. B

Bg.

day night



Dialog:

SFX: ZZZIP!

Action:

B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



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Sc. 176 CONT

Pnl. C

Bg.

day night

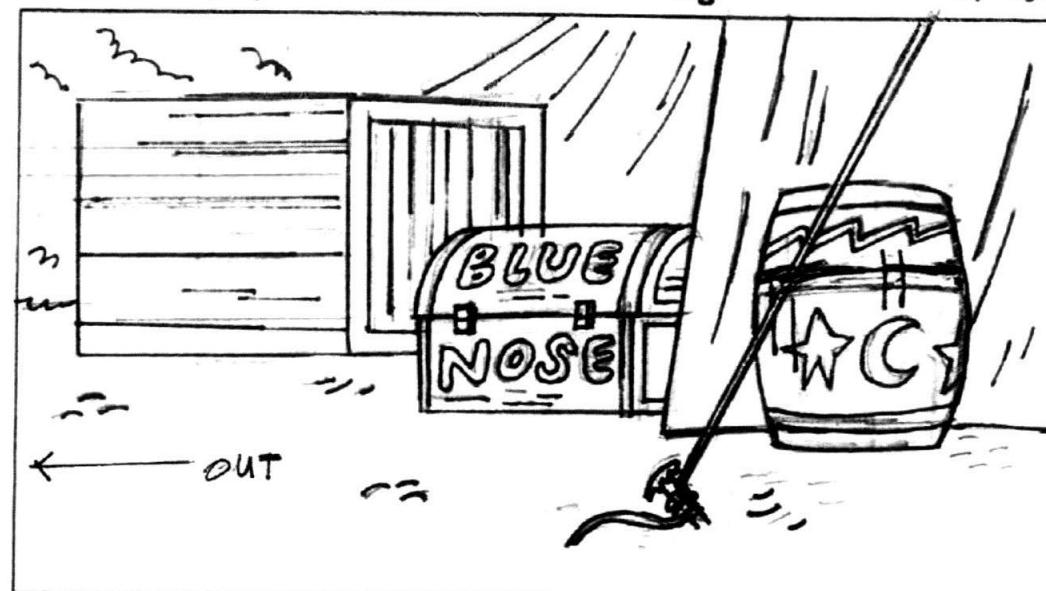


Sc. 176 CONT

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production :

1025/162

1025/162

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ADVENTURE TIME



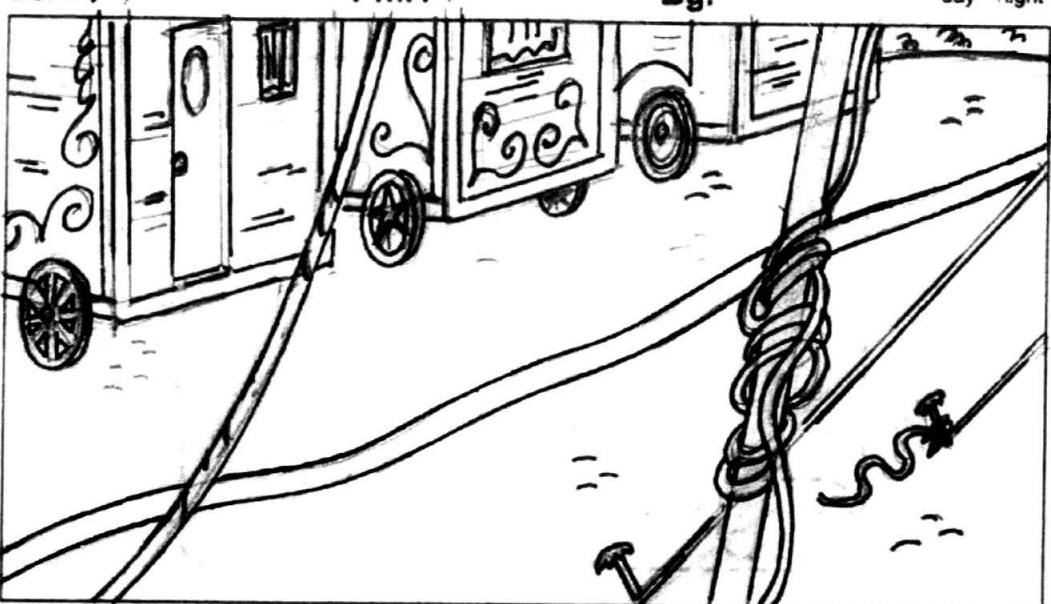
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Sc. 177

Pnl. A

Bg.

day night



Sc. 177 cont

Pnl. B

Bg.

day night



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EPISODE #

Production :

1025/162

Dialog:

SFX: ZZZIP!

Action:

B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2013

1025/162

1025/162

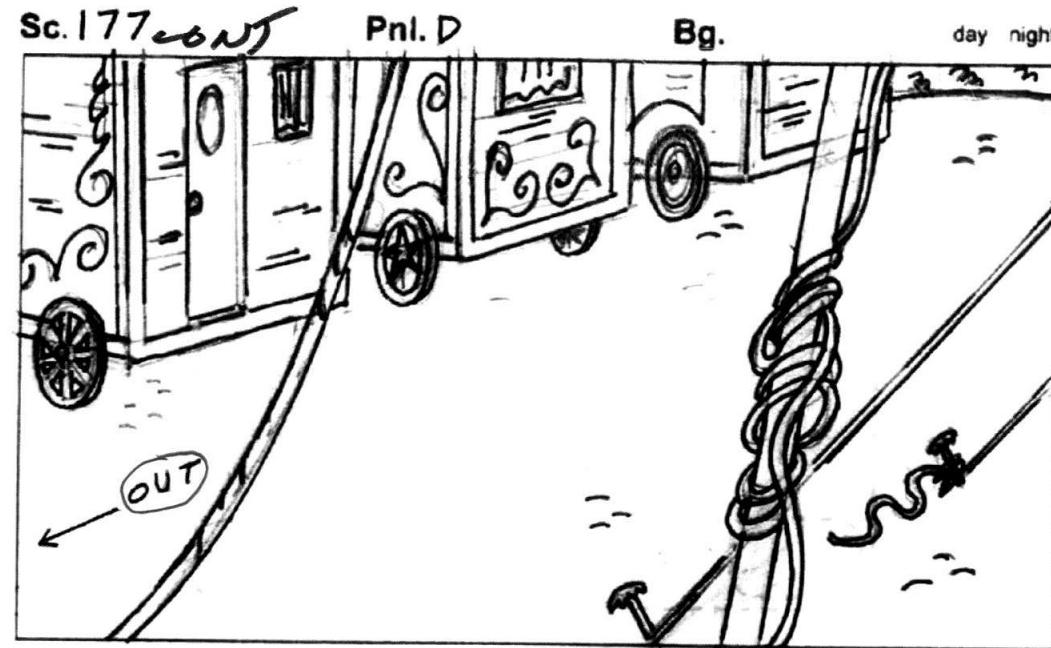
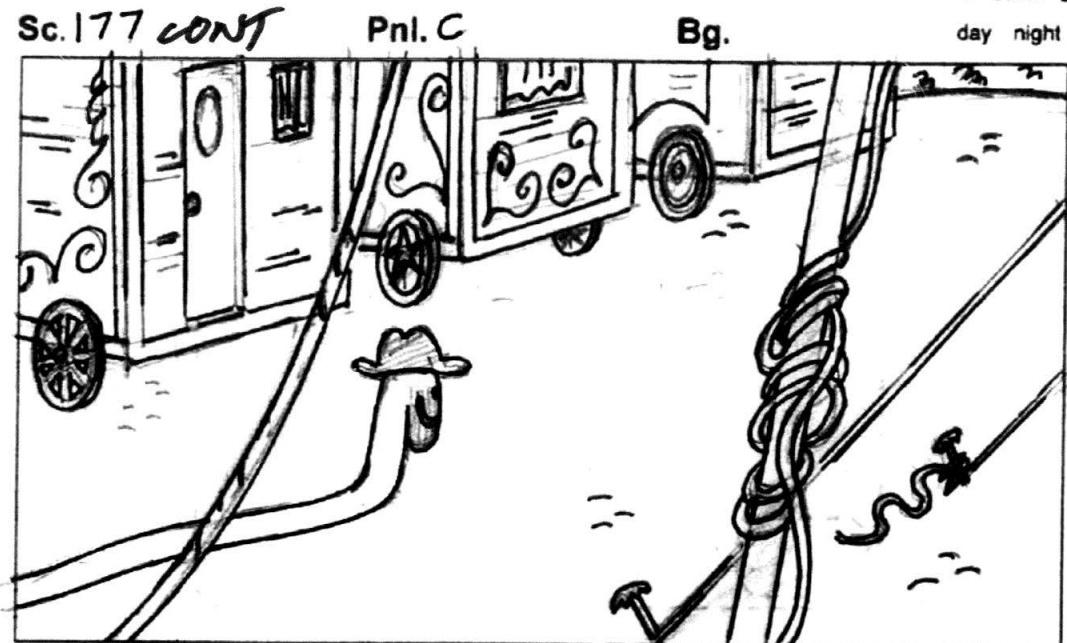
ADVENTURE TIME



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1025/162

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EPISODE #

Production :

DEC 13 2013

Dialog:

Action:

Timing:

1025/162

1025/162

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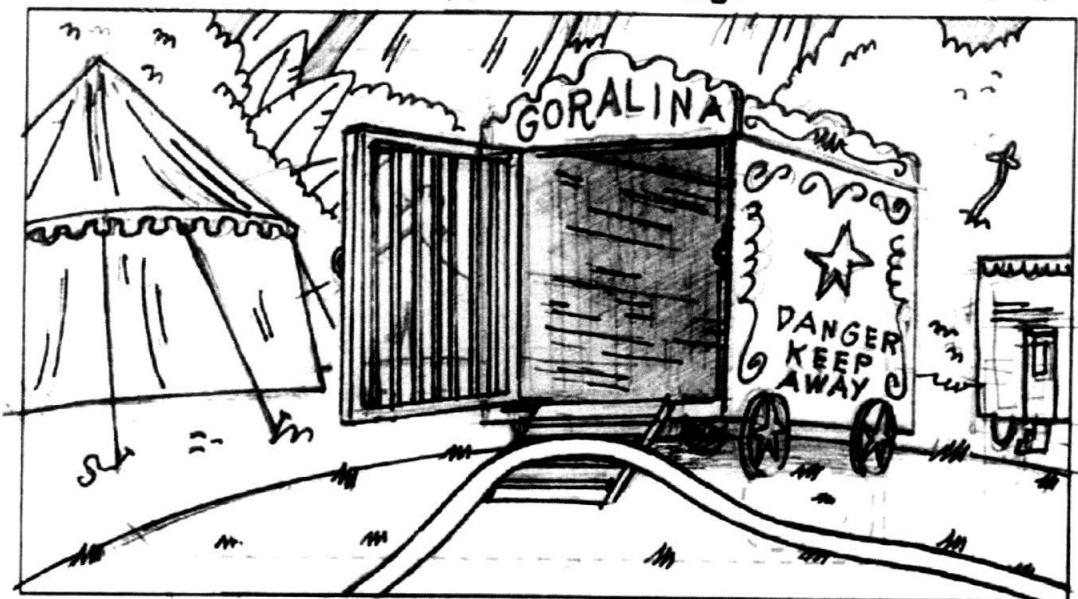
Page 484

Sc. 178

Pnl. A

Bg.

day night

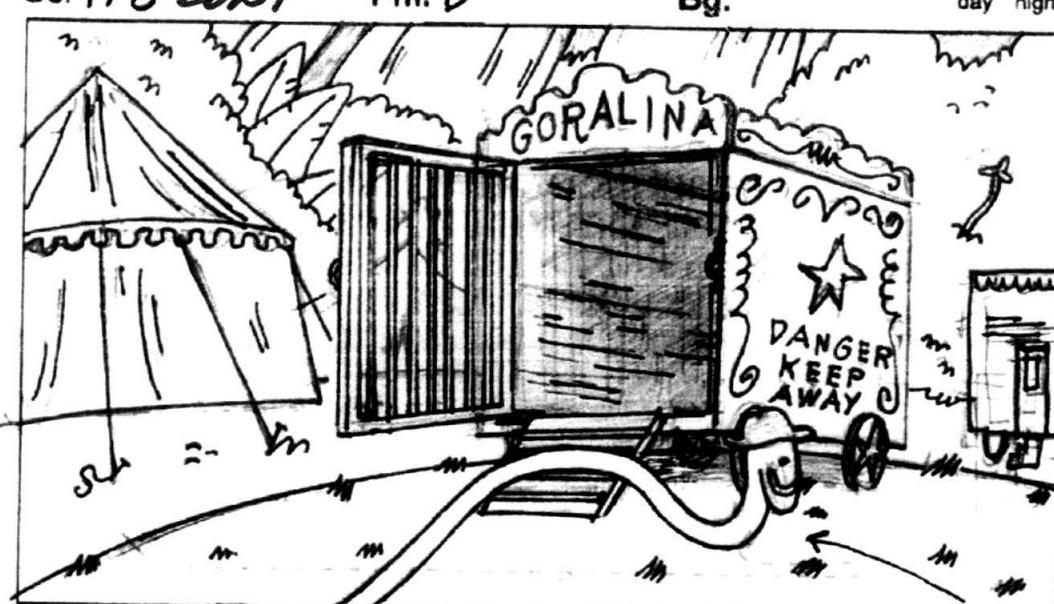


Sc. 178 cont

Pnl. B

Bg.

day night



Dialog:

SFX: ZZZIP!

Action: B.N. ZIPS THROUGH SCENE (BACKWARPS).

Timing:

DEC 13 2012

EPISODE #

Production

1025/162

1025/162

1025/162

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ADVENTURE TIME



Page 485

Sc. 178 cont

Pnl. C

Bg.

day night



Sc. 178 cont

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production

1025/162

ADVENTURE TIME



Page 486

Sc. 178 cont Pnl. E

Bg.

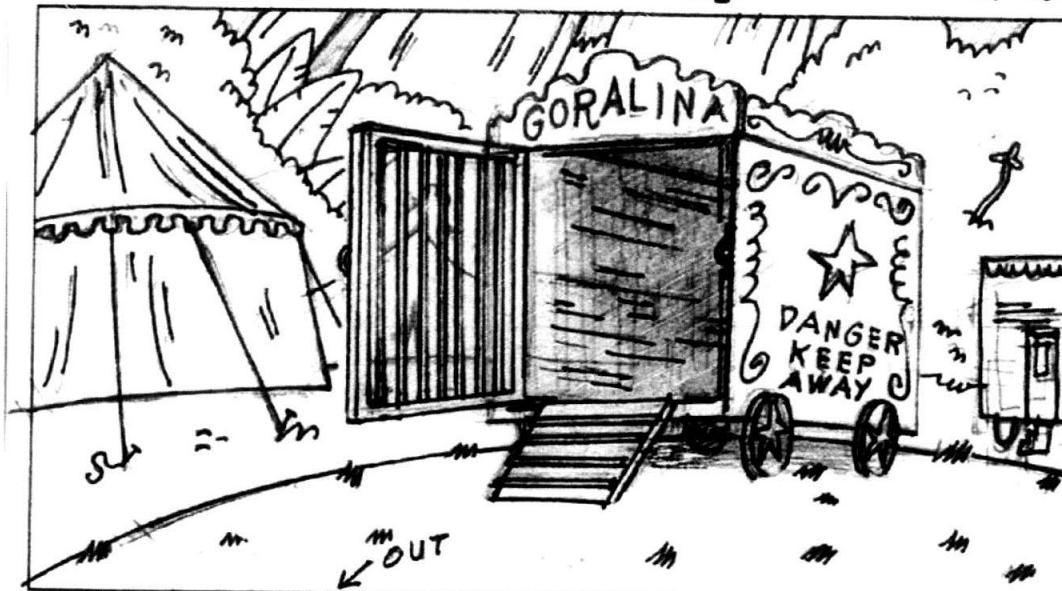
day night



Sc. 178 cont Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE # Production :

1025/162

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ADVENTURE TIME



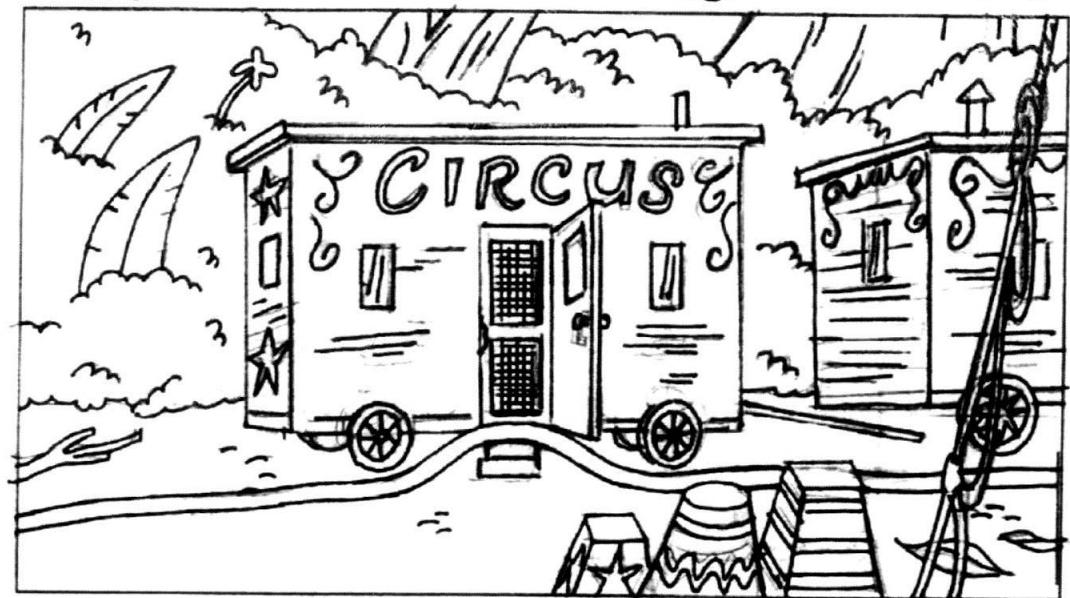
Page 487

Sc. 179

Pnl. A

Bg.

day night

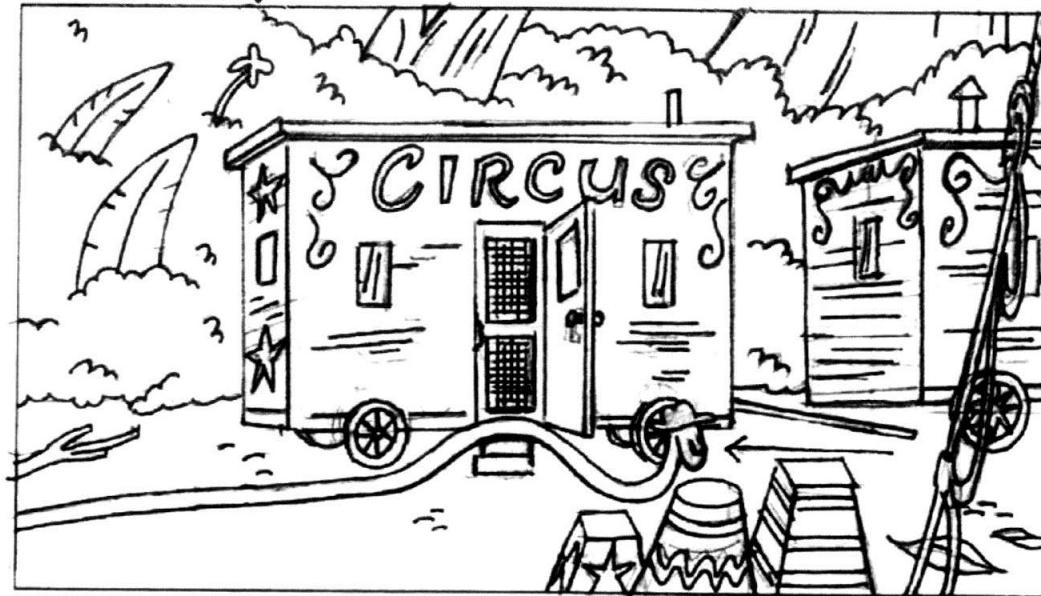


Sc. 179 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

SFX = ZZZIP!

Action:

B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

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1025/162

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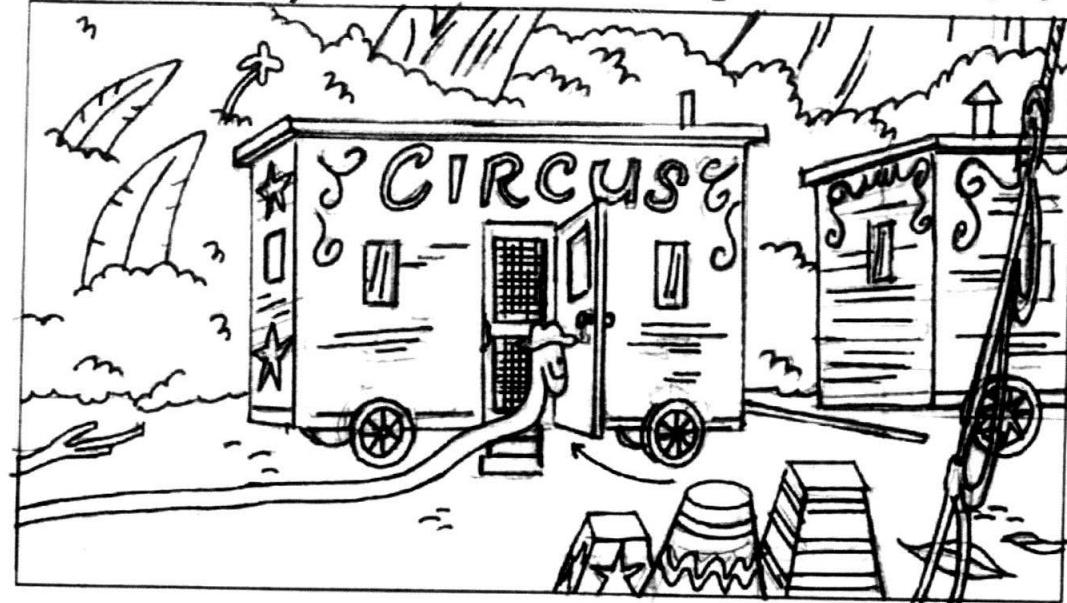
ADVENTURE TIME



Sc. 179 cont Pnl. C

Bg.

day night



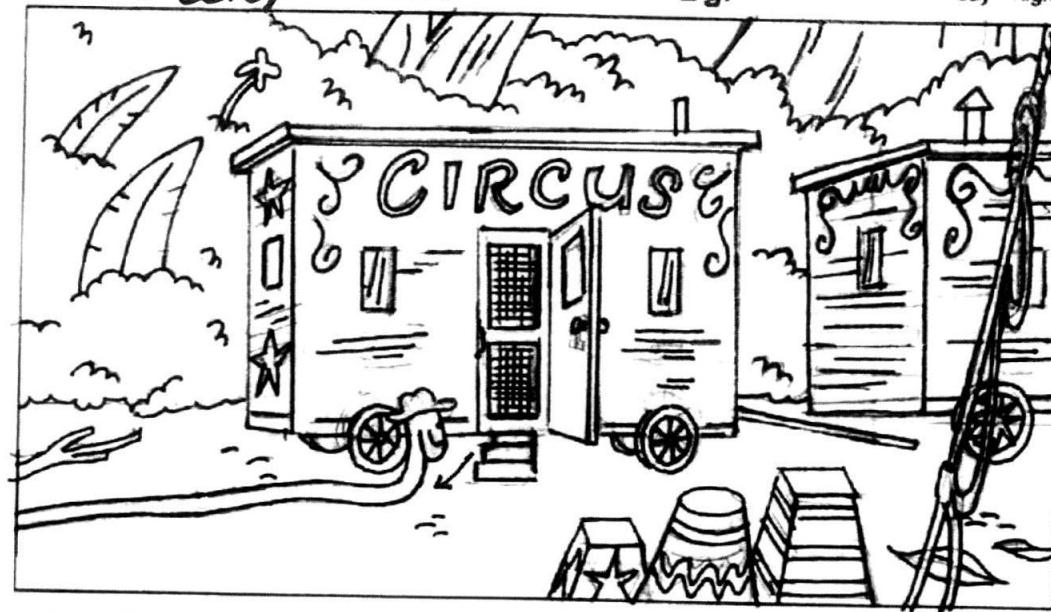
Page 488

Sc. 179 cont

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

DEC 19 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page 489

Sc. 179 cont Pnl. E

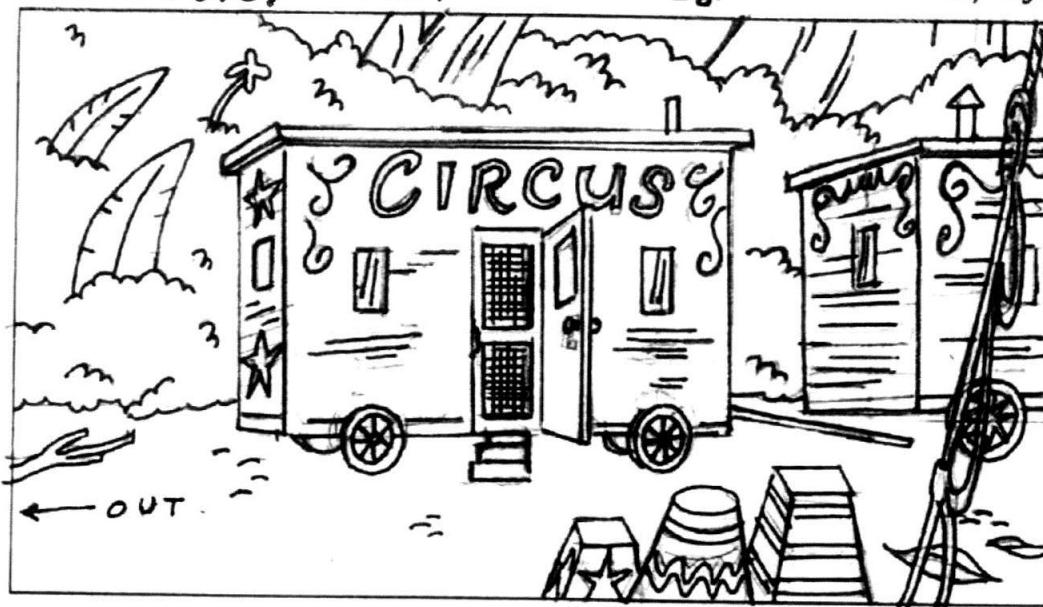
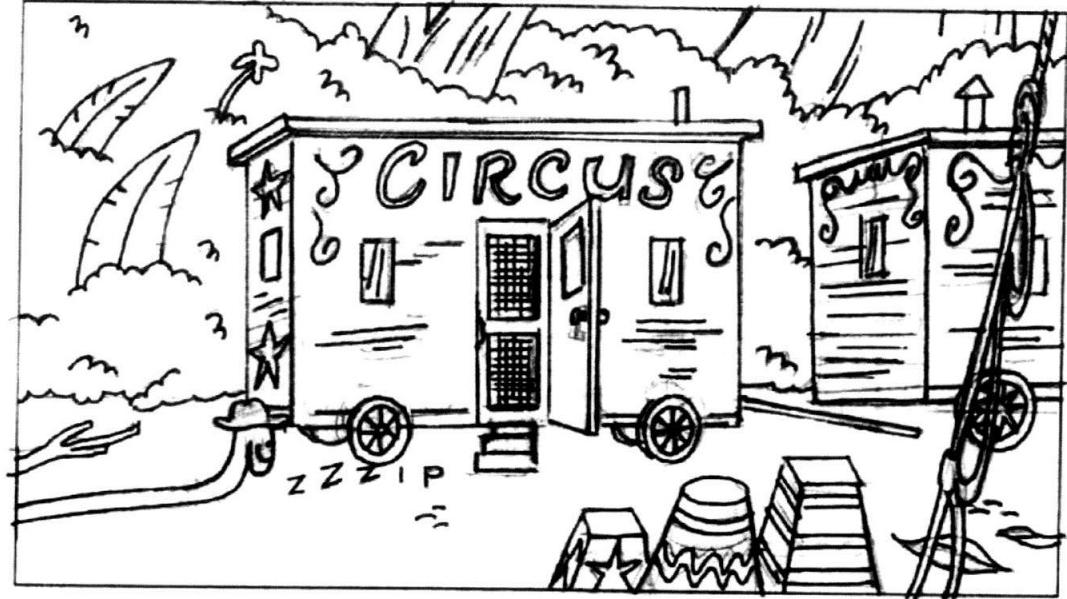
Bg.

day night

Sc. 179 cont Pnl. F

Bg.

day night



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Dialog:

Action:

DEC 13 2012

Timing:

Production :

1025/162

1025/162

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ADVENTURE TIME



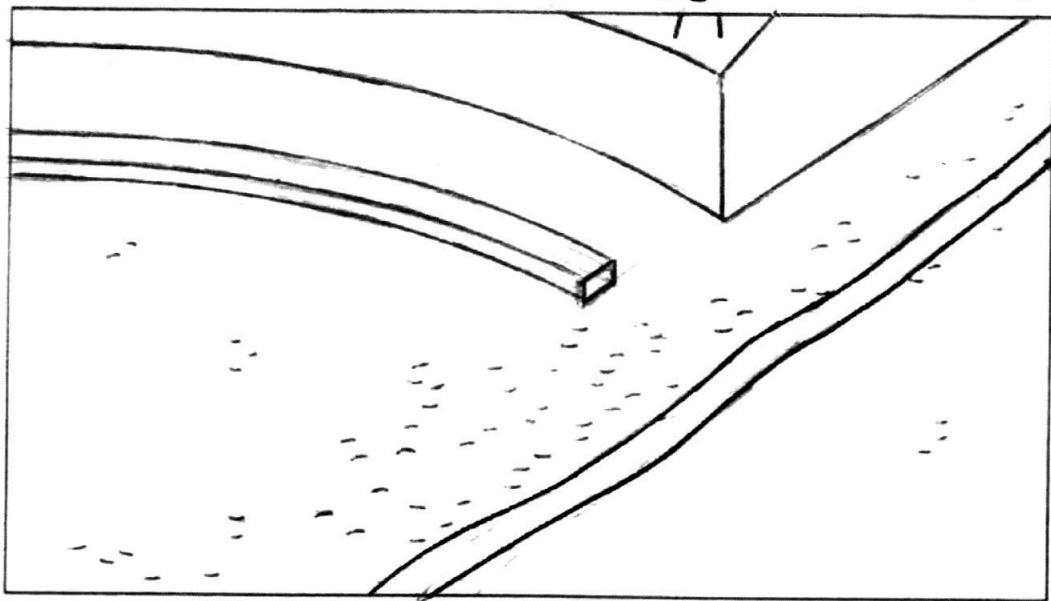
Page 490

Sc. 180

Pnl. A

Bg.

day night

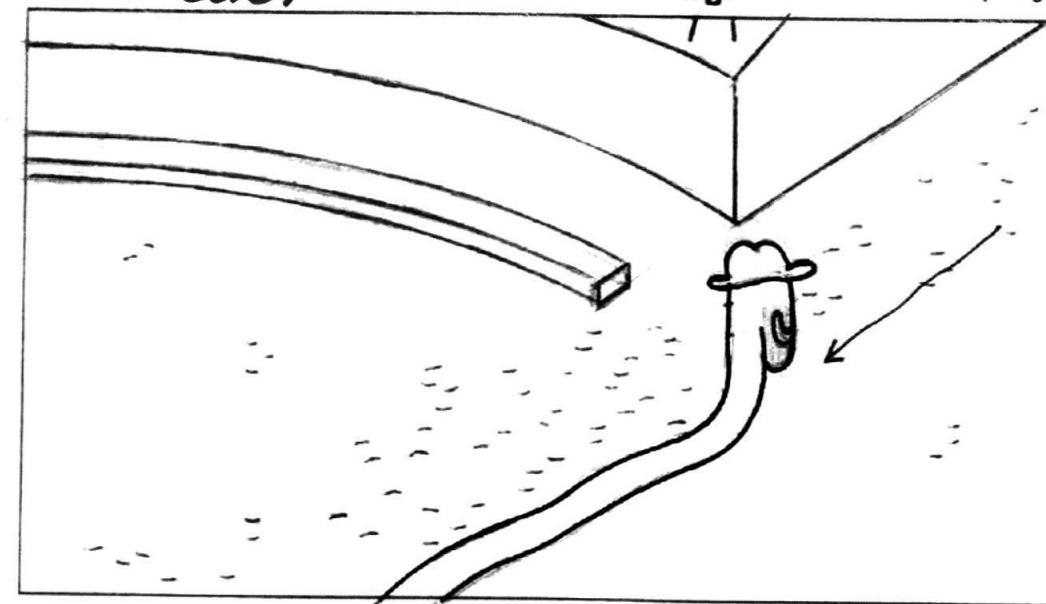


Sc. 180 cont

Pnl. B

Bg.

day night



Dialog:

SFX: ZZZIP!

Action: B.N. ZIPS THROUGH SCENE (BACKWARDS).

DEC 13 2012

Timing:

EPISODE #

Production :

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1025/162

ADVENTURE TIME



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Sc. 180 cont Pnl.C

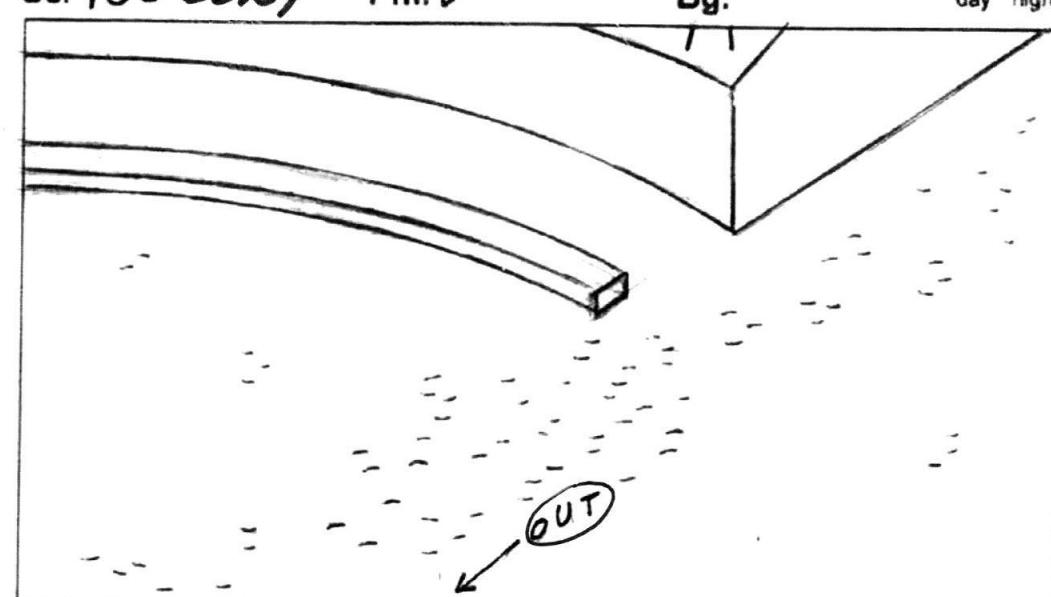
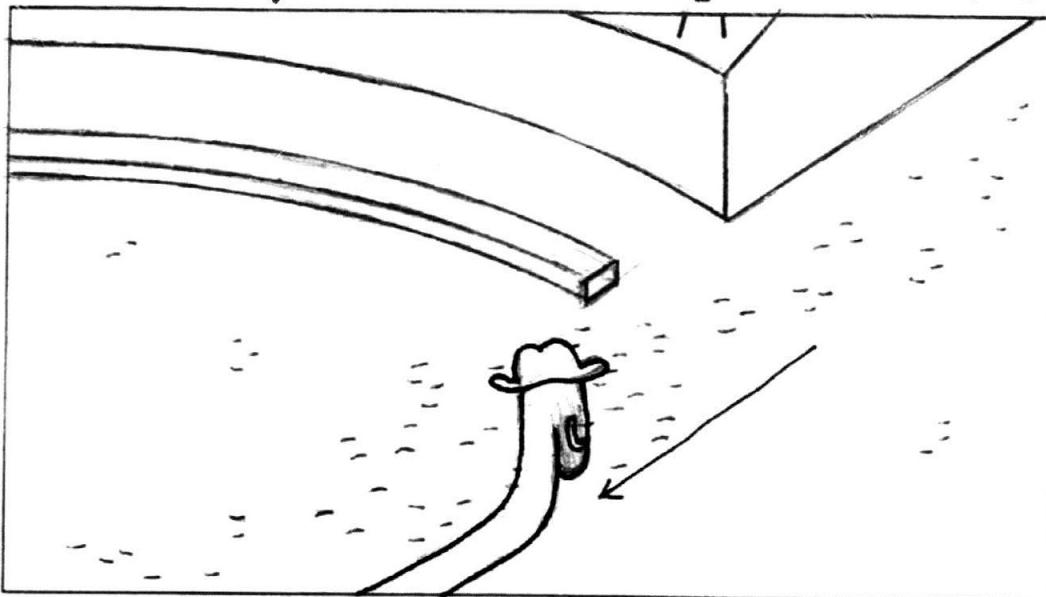
Bg.

day night

Sc. 180 cont Pnl.D

Bg.

day night



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Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

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1025/162

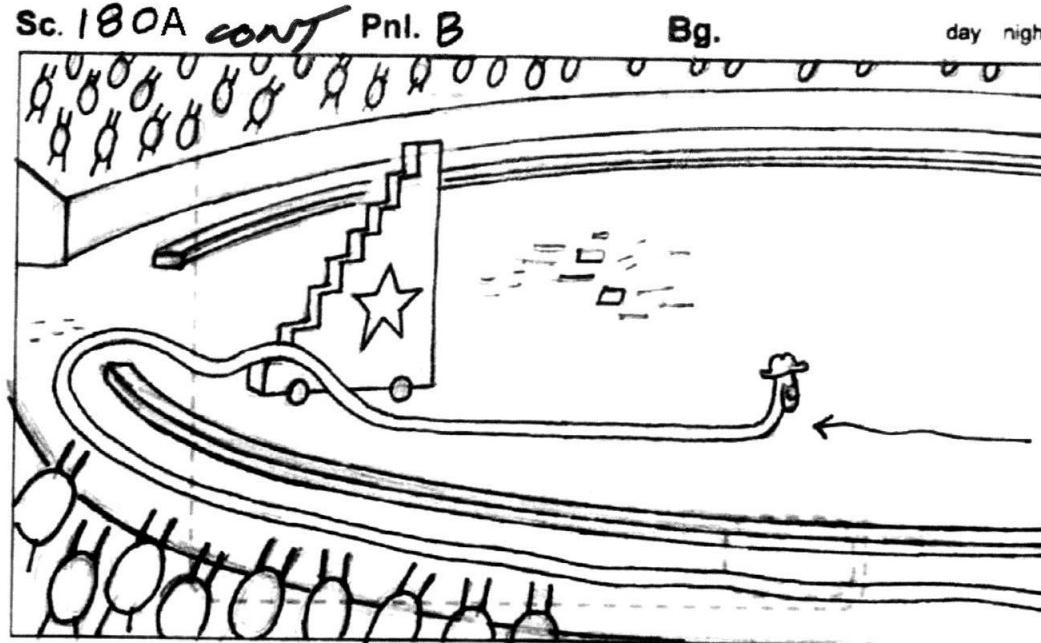
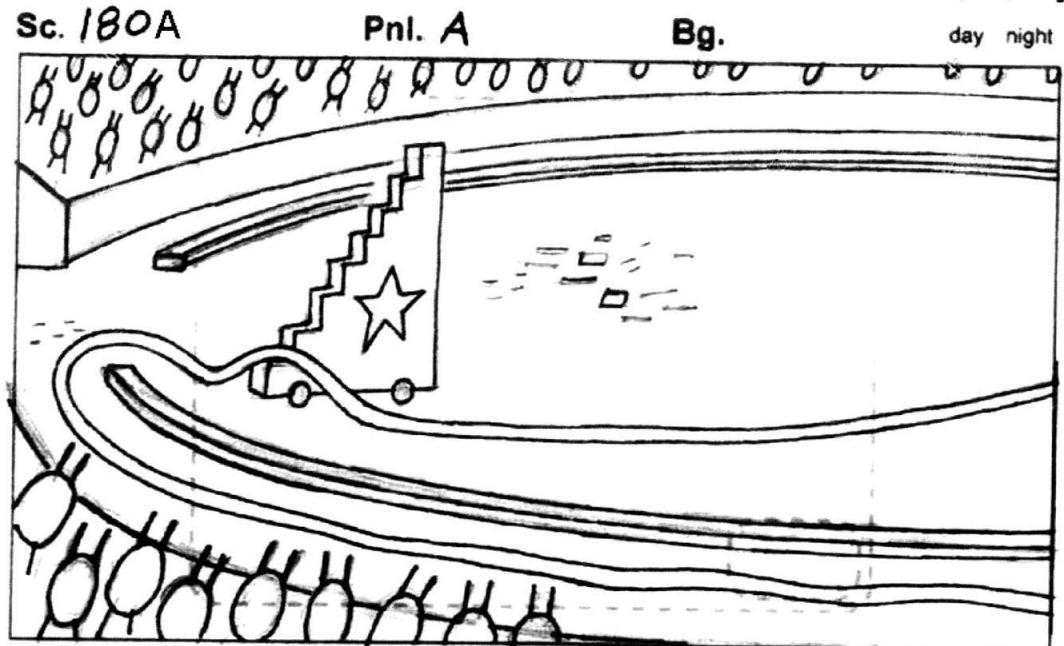
1025/162

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ADVENTURE TIME



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Dialog: SFX: ZZZIP! ...

AUDIENCE: OOOH! ...

Action: B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

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ADVENTURE TIME

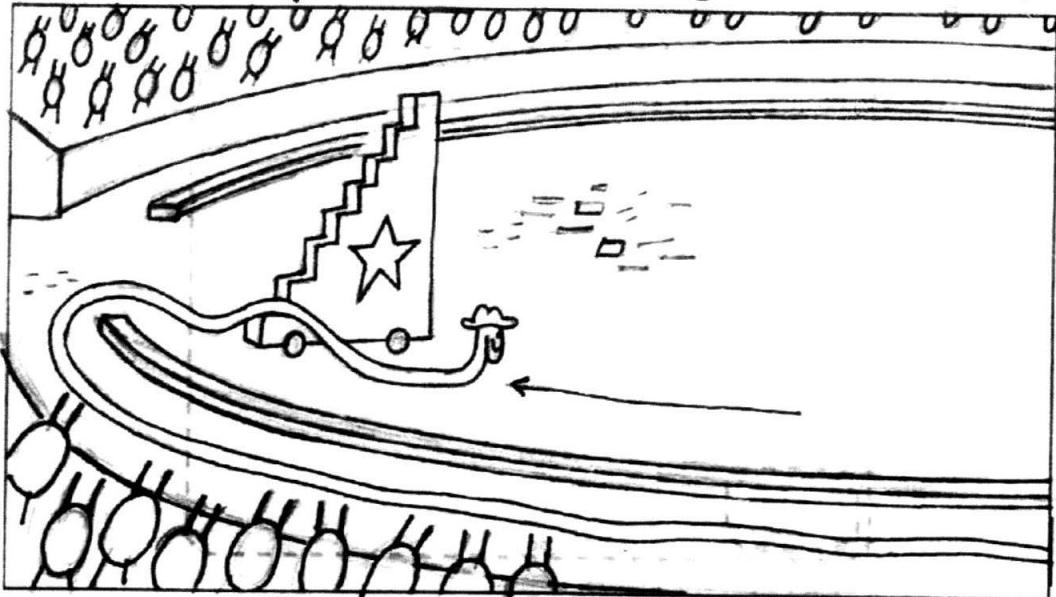


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Sc. 180A cont Pnl. C

Bg.

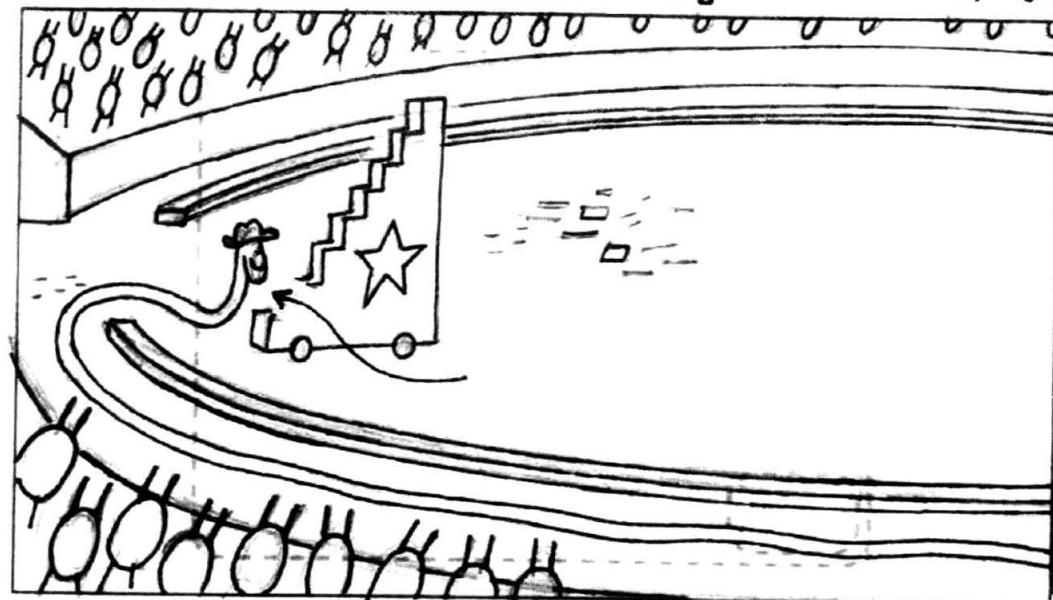
day night



Sc. 180A cont Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME

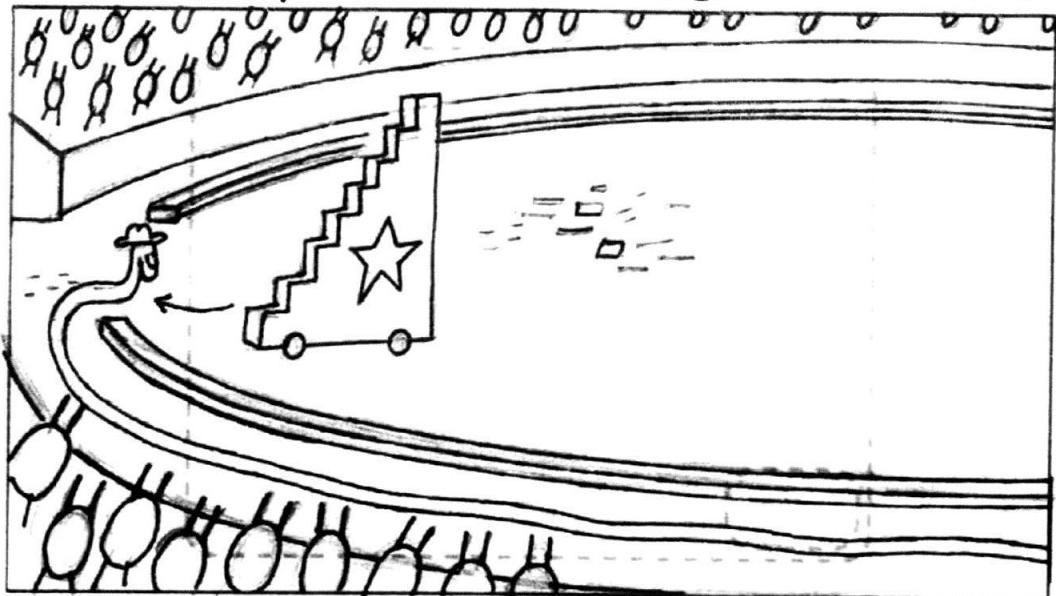


Page 494

Sc. 180A cont Pnl. E

Bg.

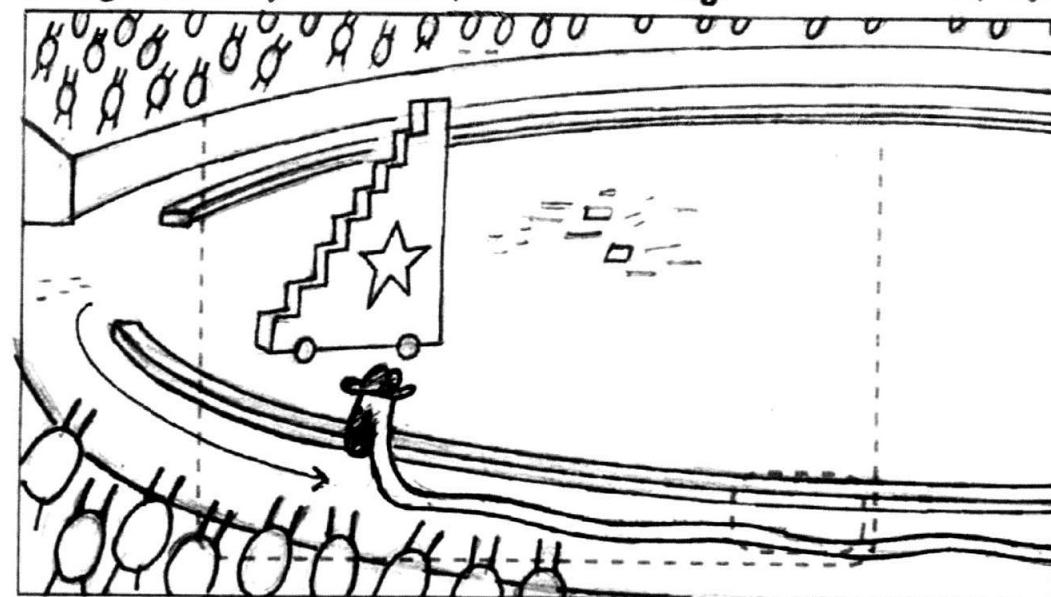
day night



Sc. 180A cont Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production :

1025/162

1025/162

ADVENTURE TIME



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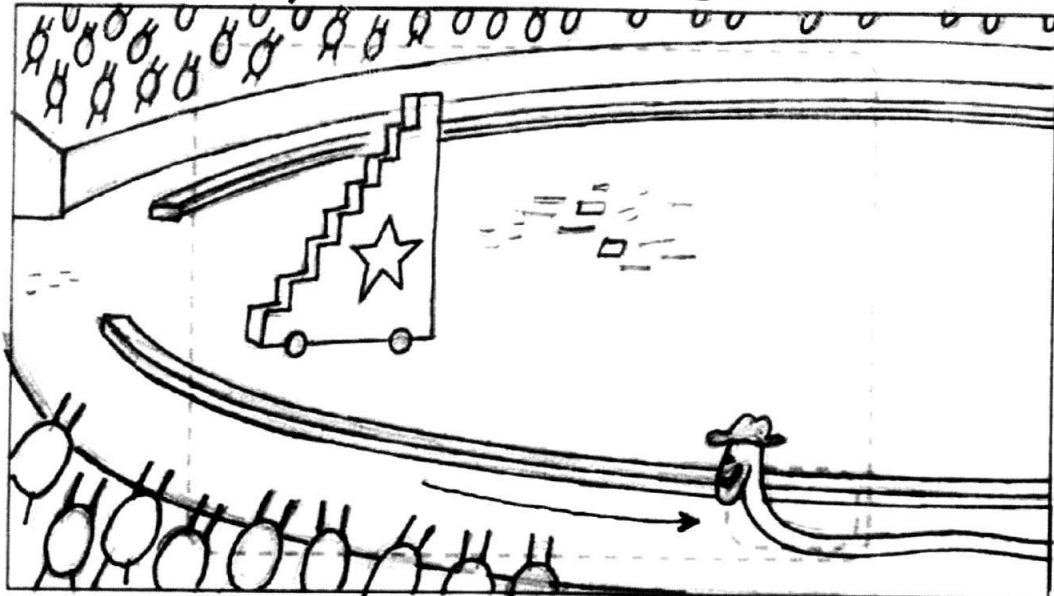
1025/162

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Sc. 180A cont Pnl. G

Bg.

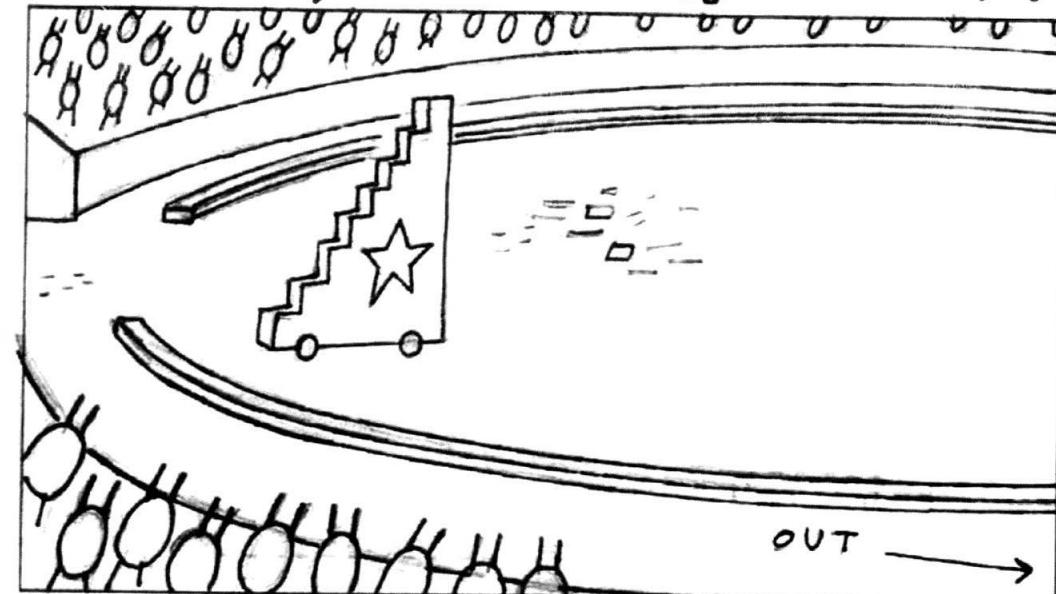
day night



Sc. 180A cont Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2012

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page 496

Sc. 181

Pnl. A

Bg.

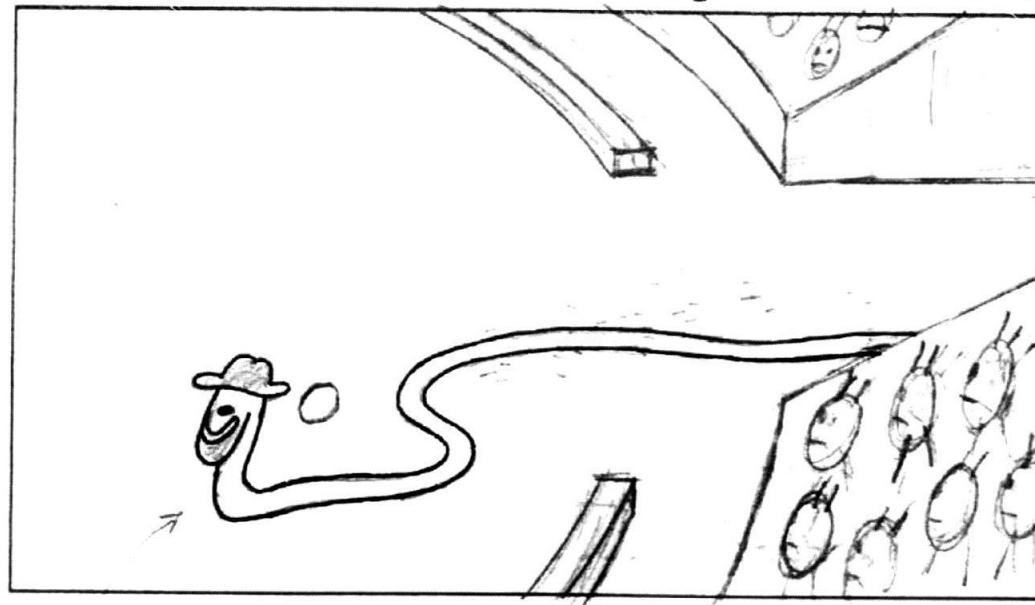
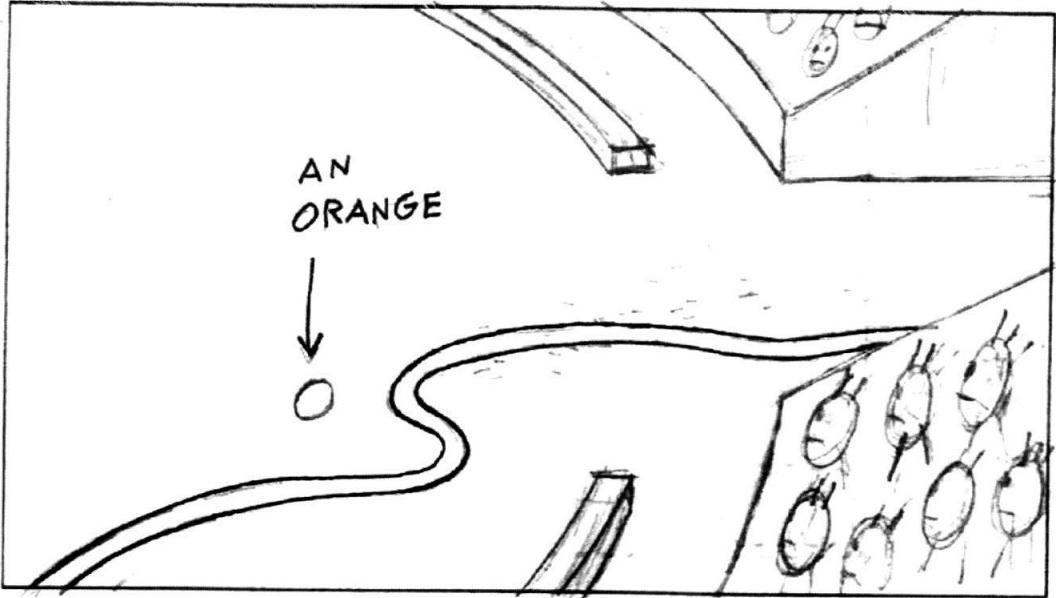
day night

Sc. 181 cont

Pnl. B

Bg.

day night



Dialog:

SFX: ZZZIP! ...

Action: B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2012

Production :

EPISODE #

ADVENTURE TIME

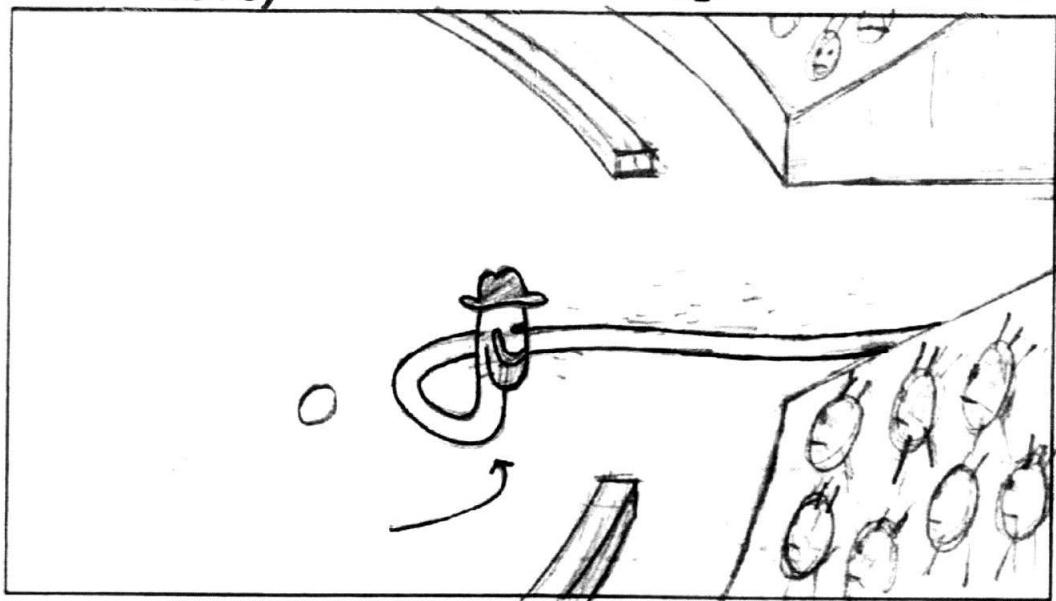


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Sc. 181 cont Pnl. C

Bg.

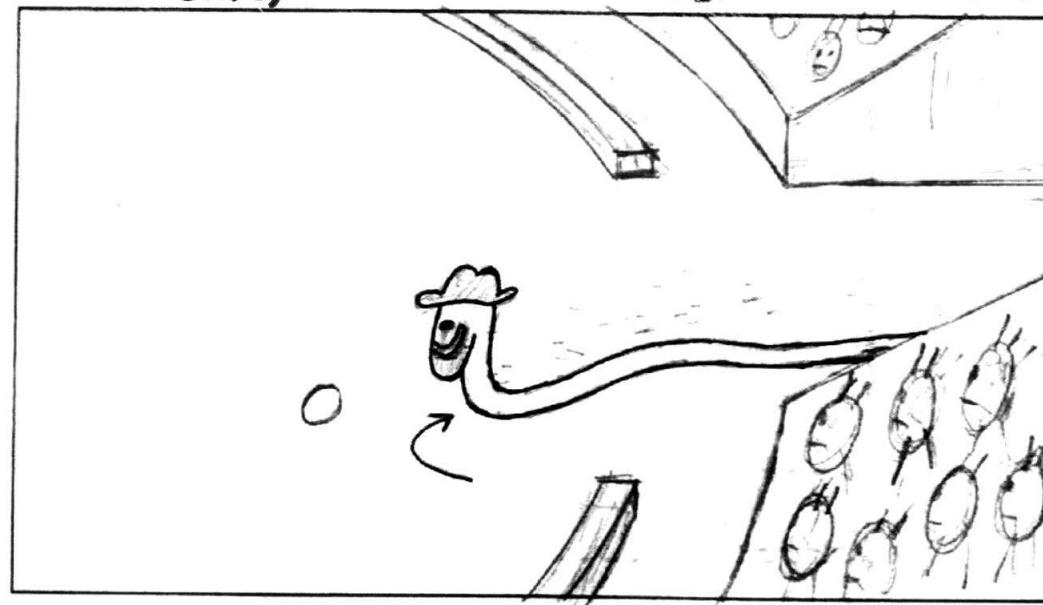
day night



Sc. 181 cont Pnl. D

Bg.

day night



Dialog:

AUDIENCE: OOOH! ...

Action:

Timing:

DEC 13 2010

Production :

1025/162

ADVENTURE TIME



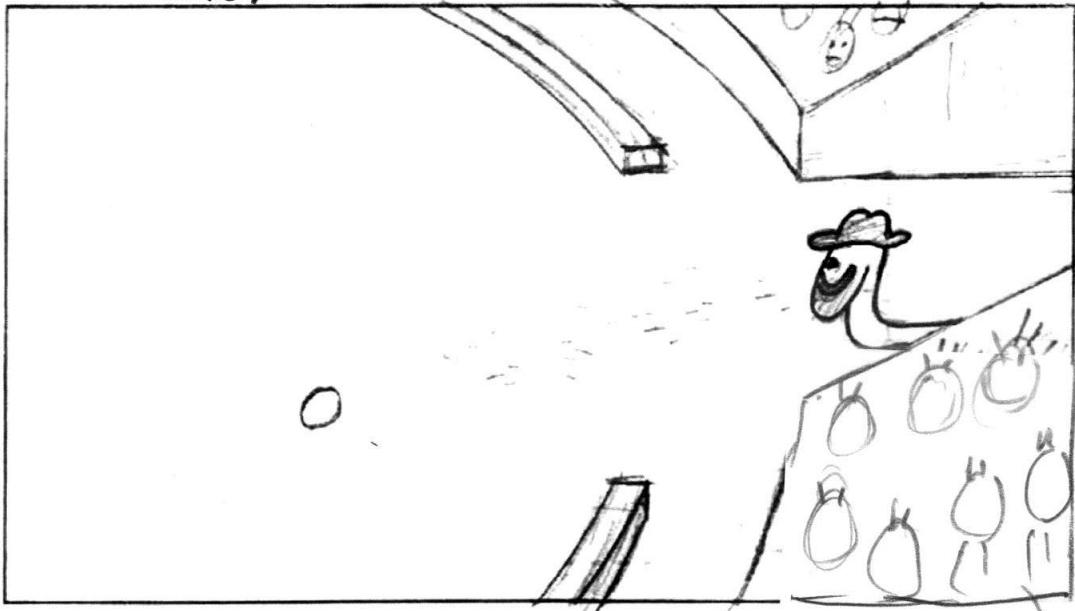
Page 498

Sc. 181 cont

Pnl. E

Bg.

day night

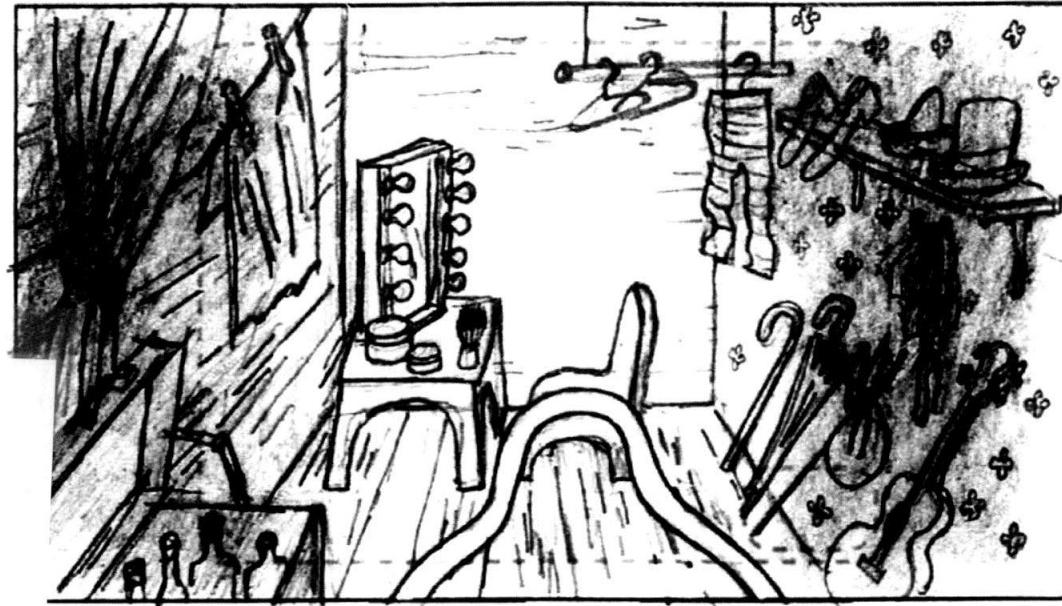


Sc. 182

Pnl. A

Bg.

day night



Dialog:

SFX: APPLAUSE (STARTING AT END OF SCENE)
AS B.N. EXITS.

Action:

SFX: ZZZIP! ...

Timing:

B.N. ZIPS THROUGH SCENE (BACKWARDS).

DEC 13 2012

Production :

EPISODE #

1025/162

ADVENTURE TIME



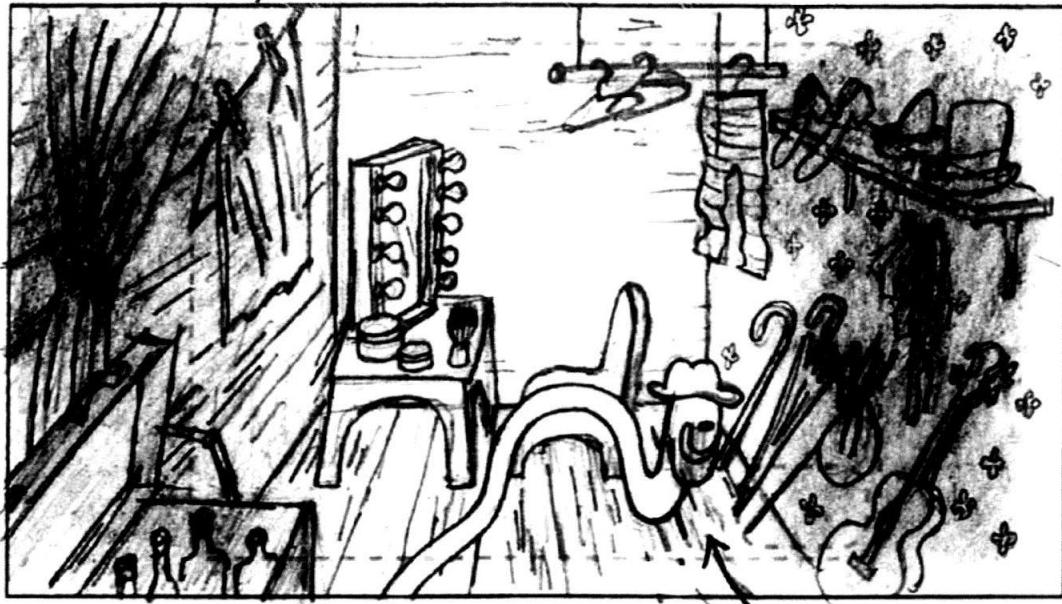
Page 499

Sc. 182 cont

Pnl. B

Bg.

day night



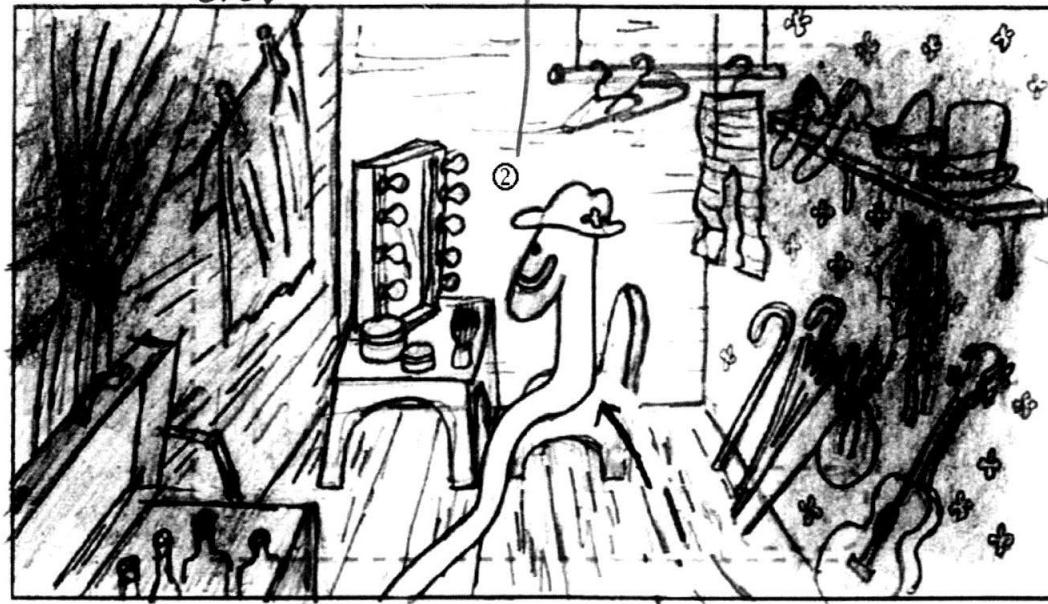
Sc. 182 cont

Pnl. C

Bg.

day night

(2)



1025/162

EPISODE #

1025/162

Dialog:

DEC 13 2013

Action:

(B.N. TAKES A LOOK AT HIMSELF AS HE
ZIPS PAST THE MIRROR.)

Timing:



Production :

1025/162

ADVENTURE TIME



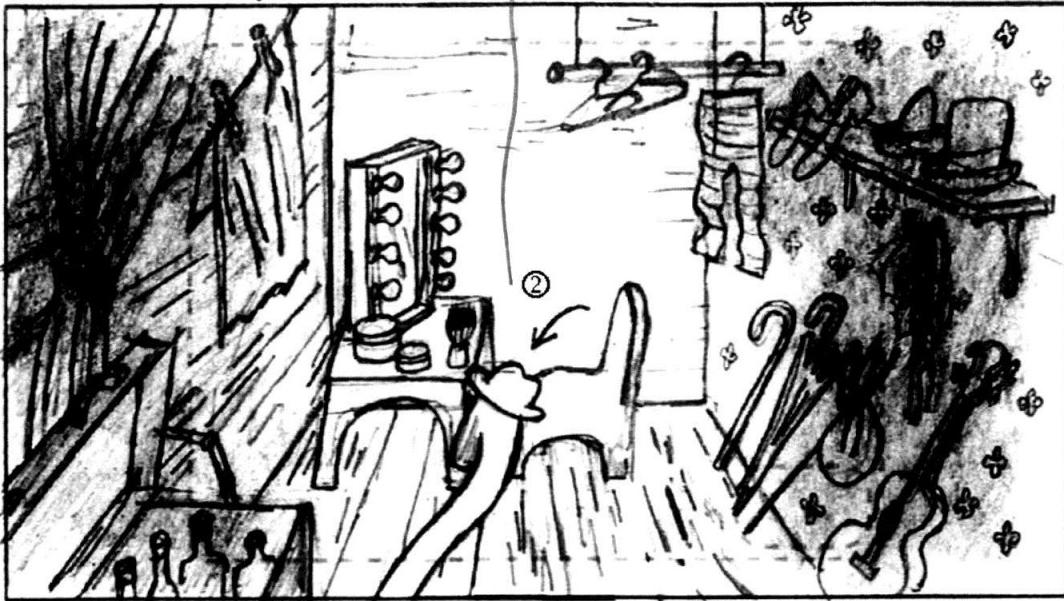
Page 500

Sc. 182 cont Pnl. D

(D2)

Bg.

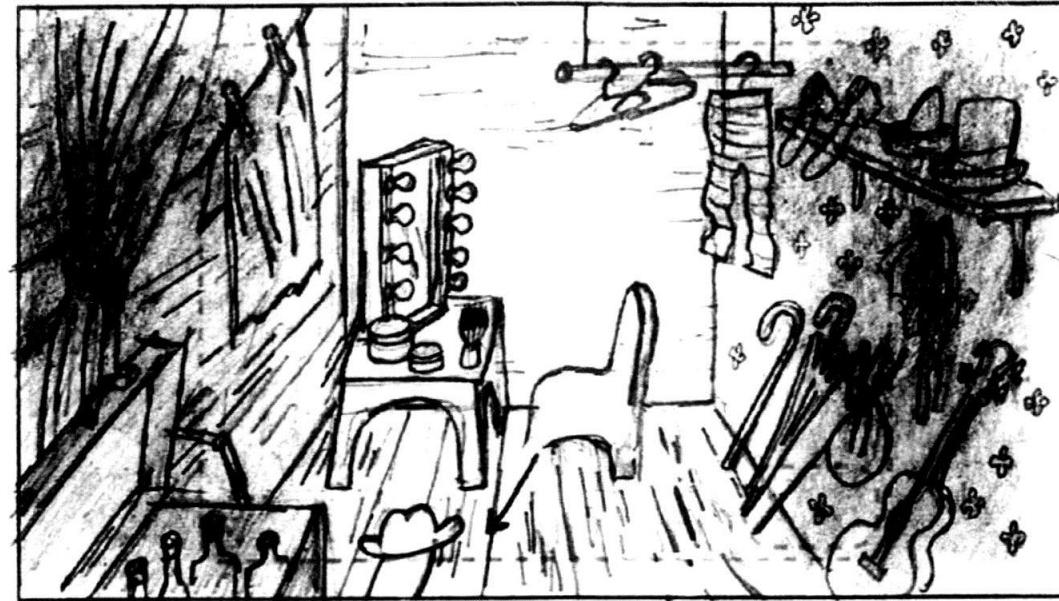
day night



Sc. 182 cont Pnl. E

Bg.

day night



1025/162

EPISODE #

1025/162

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Dialog:

Action:



DEC 13 2013

Timing:

Production:

1025/162

ADVENTURE TIME



Page 501

Sc. 182 cont Pnl. F

Bg.

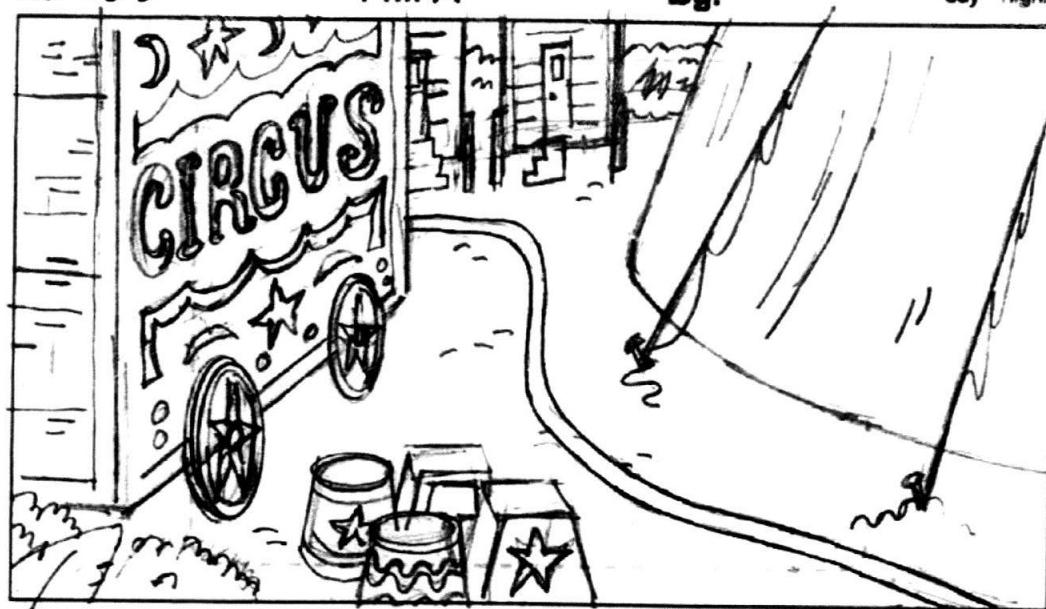
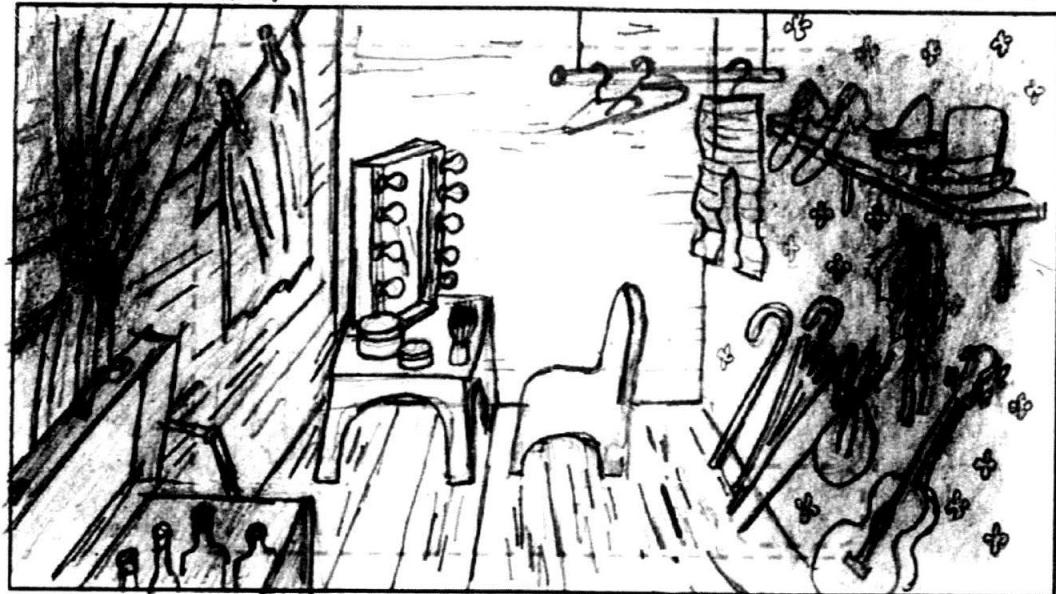
day night

Sc. 183

Pnl. A

Bg.

day night



Dialog:

SFX: ZZZIP! ...

Action:

B.N. ZIPS THROUGH SCENE (BACKWARDS).

DEC 13 2013

Timing:

EPISODE # Production :

1025/162

1025/162

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ADVENTURE TIME

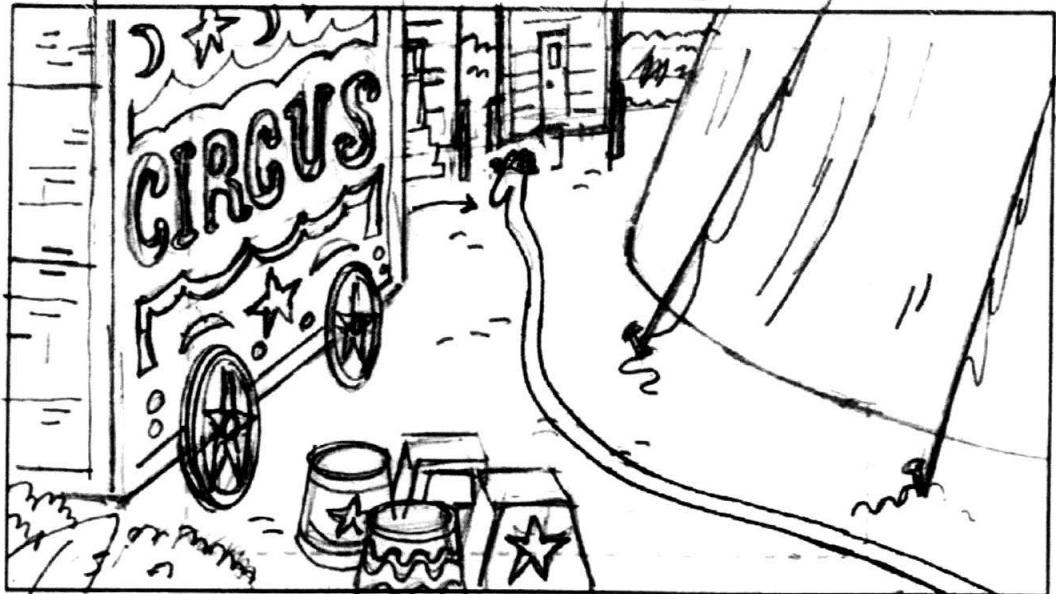


Page 502

Sc. 183 cont Pnl. B

Bg.

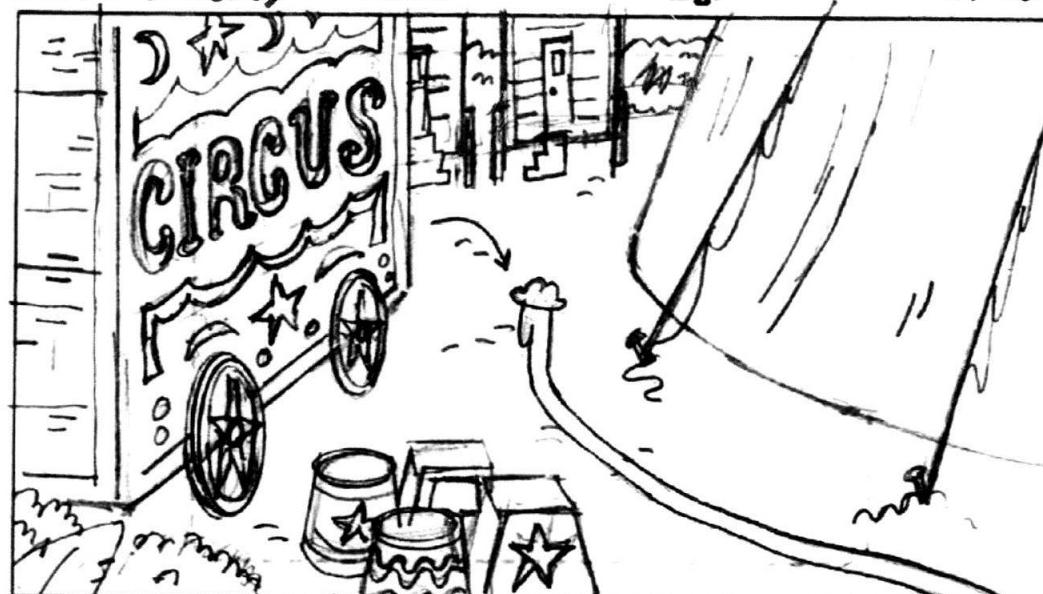
day night



Sc. 183 cont Pnl. C

Bg.

day night



EPISODE #

1025/162

Dialog:

Action:

Timing:

DEC 13 2013

Production :

1025/162

1025/162

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ADVENTURE TIME

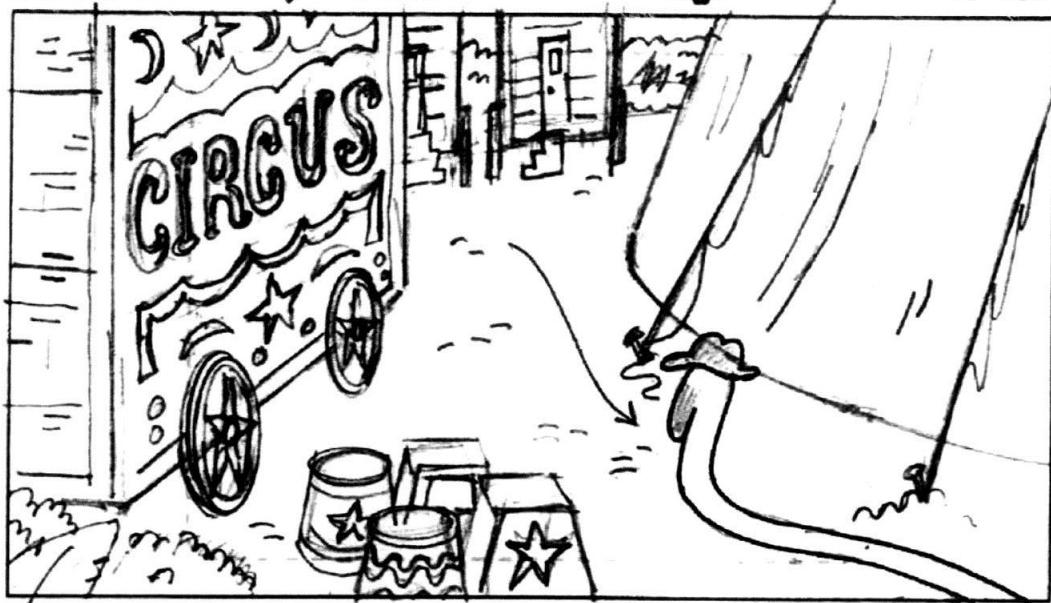


Page 503

Sc. 183 cont Pnl. D

Bg.

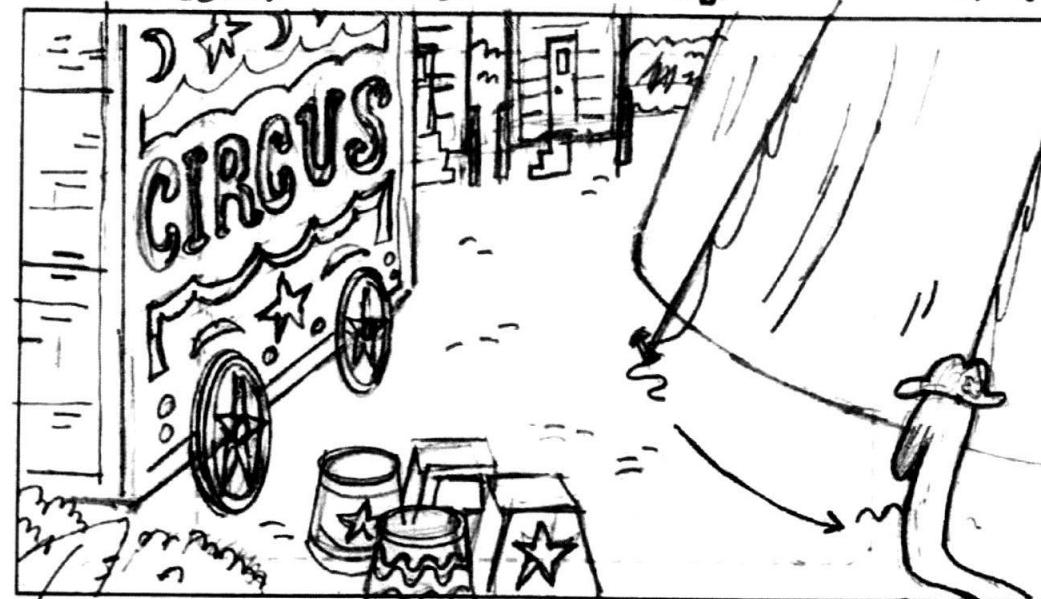
day night



Sc. 183 cont Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013
DEC

EPISODE #

Production :

1025/162

ADVENTURE TIME

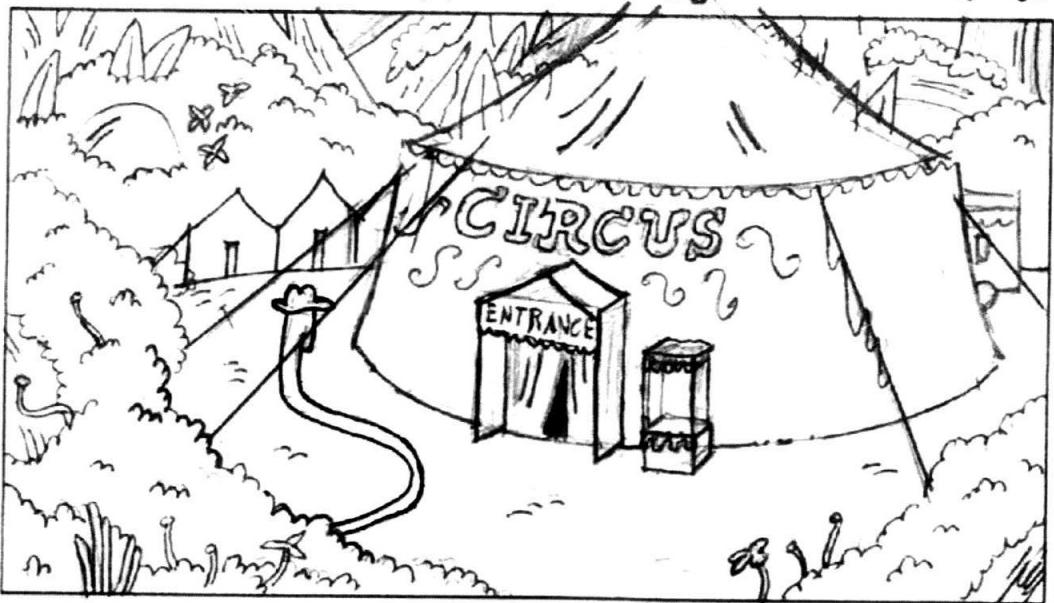


Sc. 184

Pnl. A

Bg.

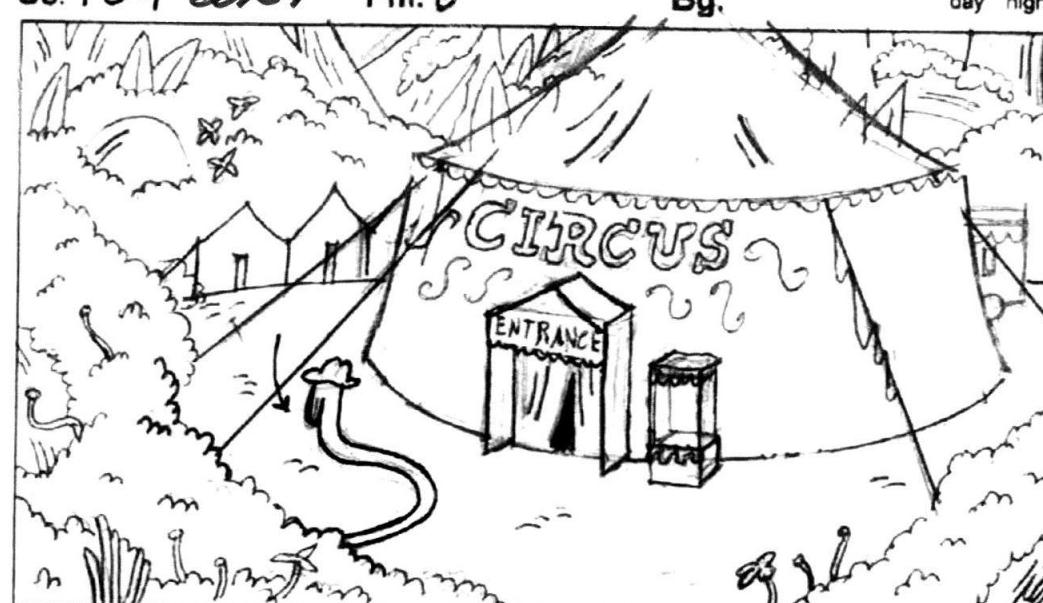
day night



Sc. 184 cont Pnl. B

Bg.

day night



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1025/162

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EPISODE #

Production :

1025/162

Dialog:
SFX: ZZZIP!

Action:
- B.N. ZIPS THROUGH SCENE (BACKWARDS).
- (THERE ARE NO BUGS AT THE TENT ENTRANCE).

DEC 13 2013

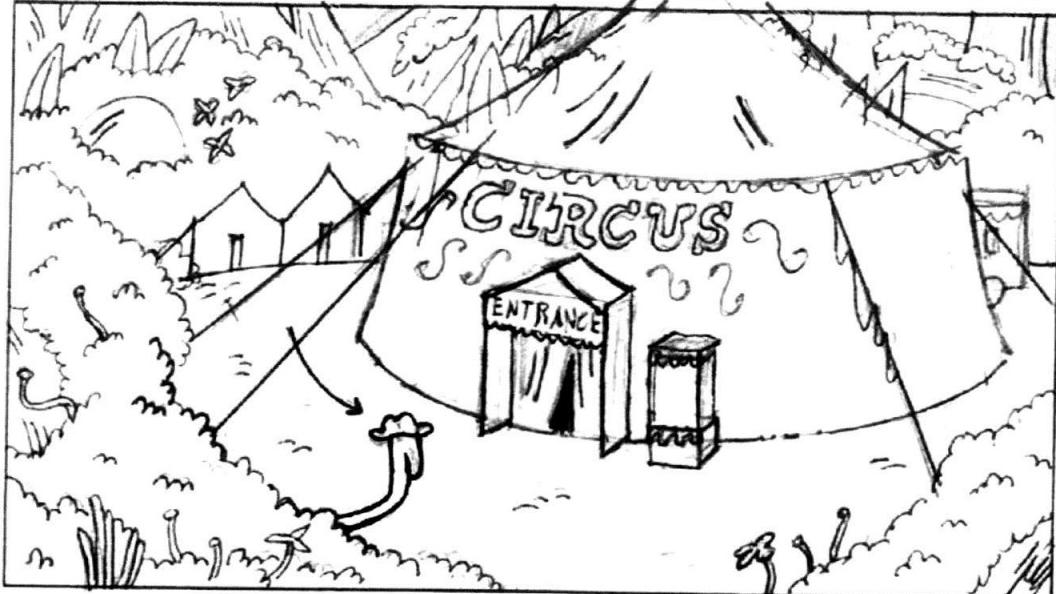
Timing:

1025/162

ADVENTURE TIME

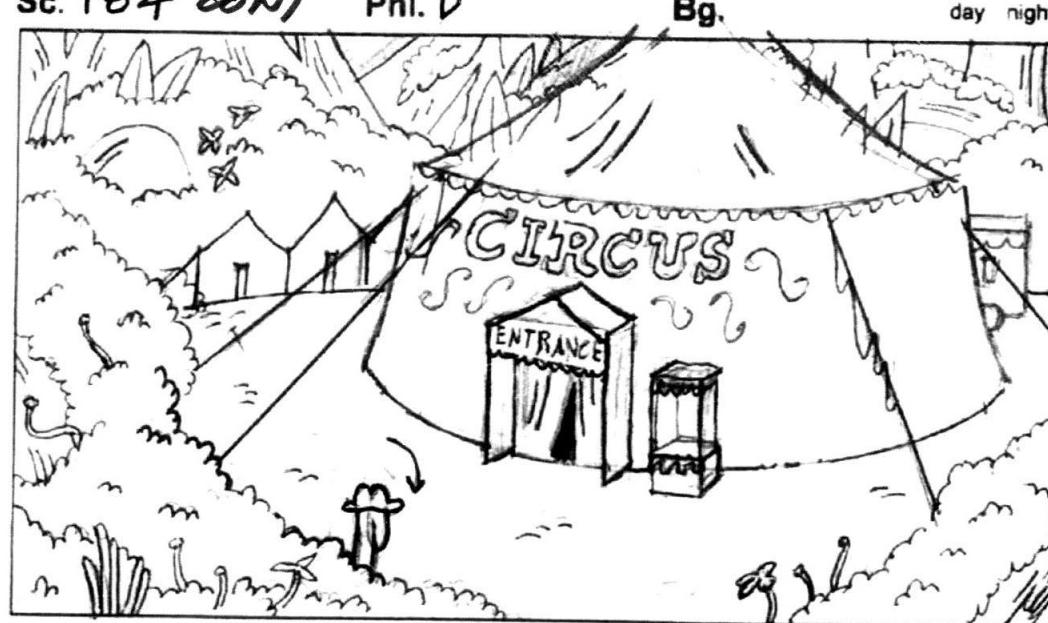


Sc. 184 cont Pnl. C



day night

Sc. 184 cont Pnl. D



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day night

1025/162

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Dialog:

Action:

Timing:

DEC 13 2013

Production :

EPISODE #

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ADVENTURE TIME

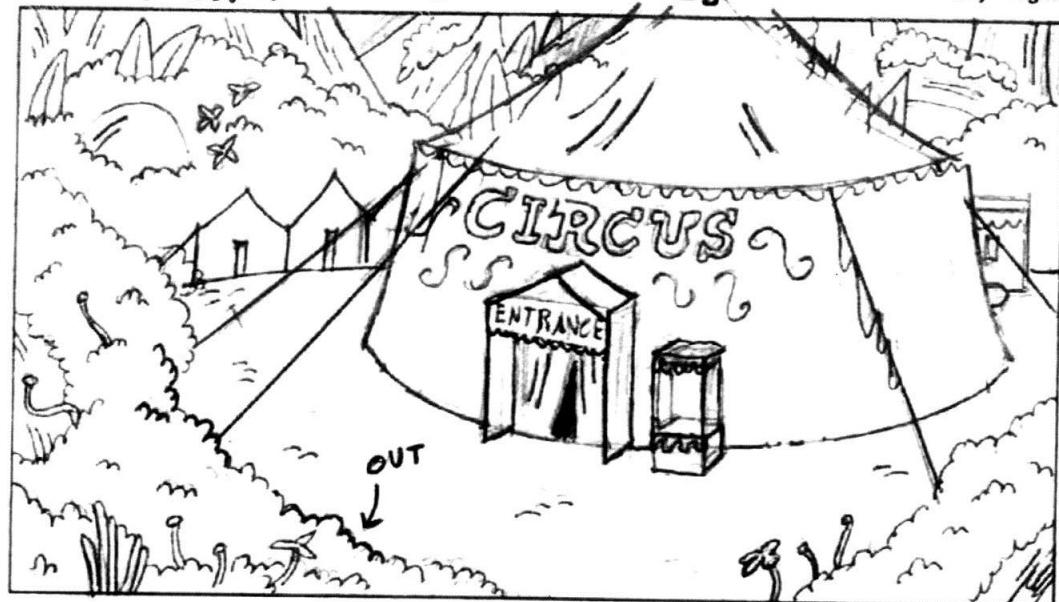


Sc. 184 cont

Pnl. E

Bg.

day night



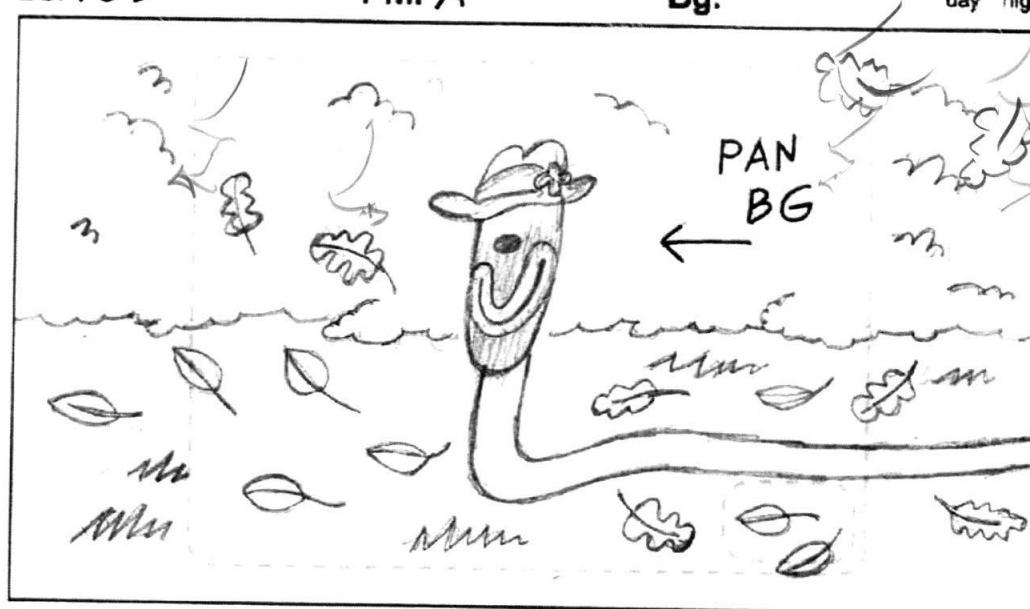
Sc. 185

Pnl. A

Bg.

Page 506

day night



Dialog:

SFX: ZZZIP! ...

DEC 13 2013

Action:

- ON B.N. ZIPPING THROUGH WOODS, KICKING UP LEAVES IN HIS WAKE.
- PAN BG, KEEP B.N. IN CENTER OF SCENE.
- ANIMATE B.N. WOBBLING (LIKE BAD INBETWEENS) TO SHOW HE IS MOVING QUICKLY ALONG THE BUMPY GROUND.

Timing:

Production :

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1025/162

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ADVENTURE TIME



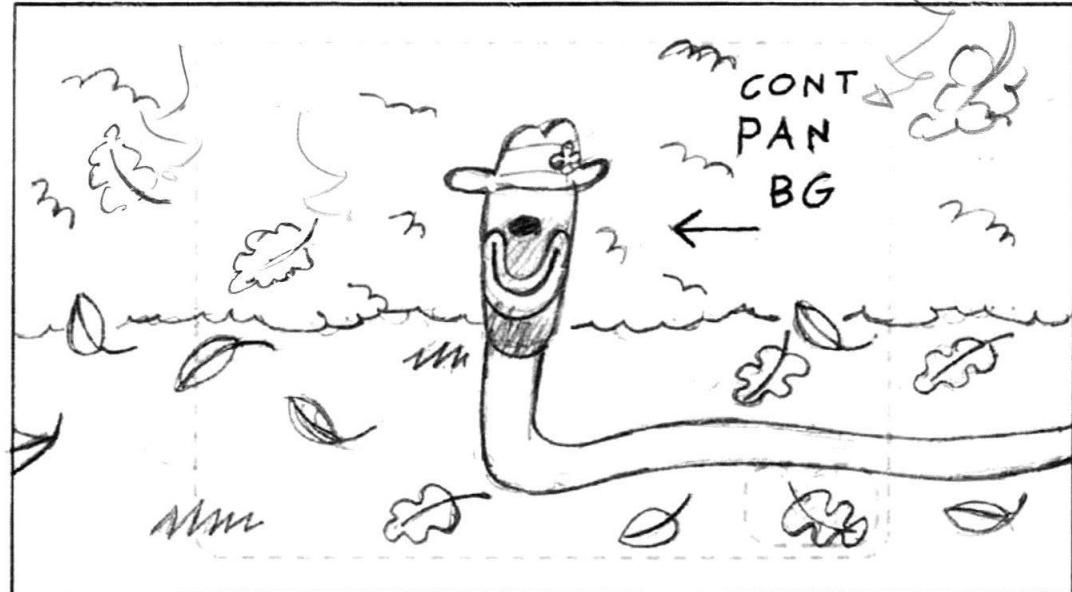
No Sc. 186

Page 507
Sc. 187 day night
PnL A

Sc. 185 cont PnL B

Bg.

day night

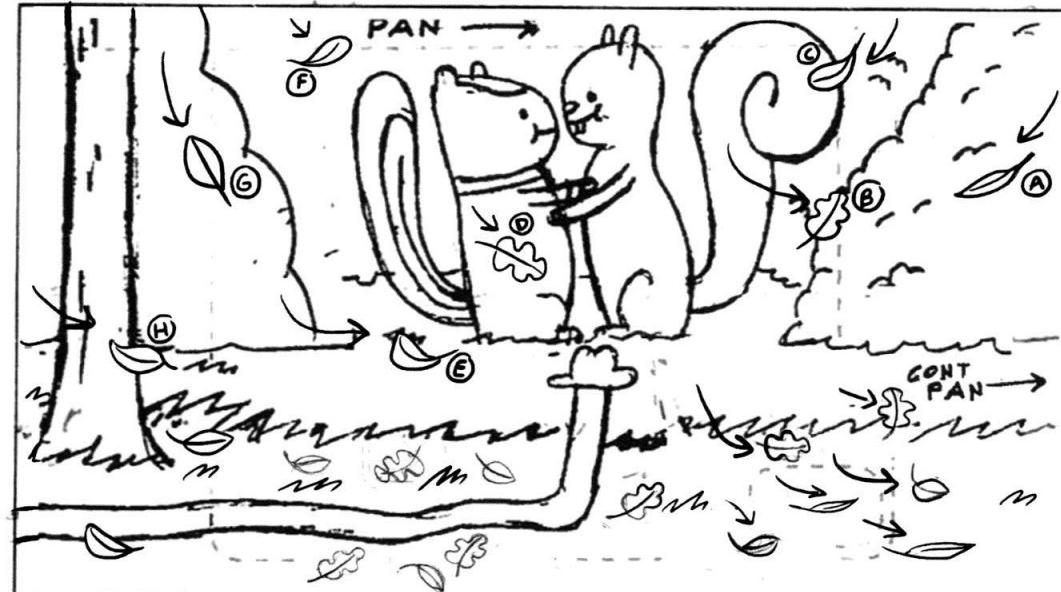


Sc. 187

PnL A

Bg.

day night
Sc. 187 PnL A next



Dialog:

SFX: ZZZIP! ...

Action:

- B.N. IN FOREGROUND, KEEP IN CENTER, ANIMATE HIM WOBBLING TO SHOW HE IS MOVING QUICKLY ALONG THE BUMPY GROUND.
- PAN FOREGROUND ELEMENTS FAST.

DEC 13 2012

Timing:

- PAN FAR BG JUST A BIT.
- GORALINA AND A SQUIRREL ARE EMBRACING HAPPILY.
- NOTE: FALLING LEAVES ARE IN FOREGROUND

THEY PAN W/ FOREGROUND AS THEY FALL

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Sc. 187 cont

Pnl. B

Bg.

day night

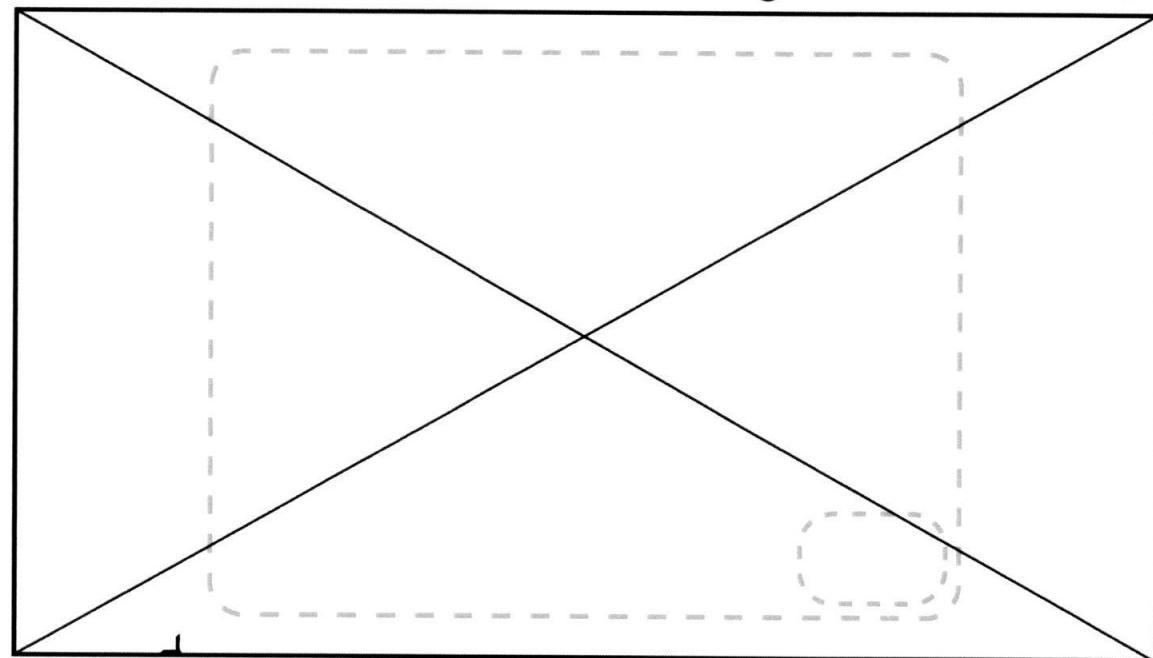
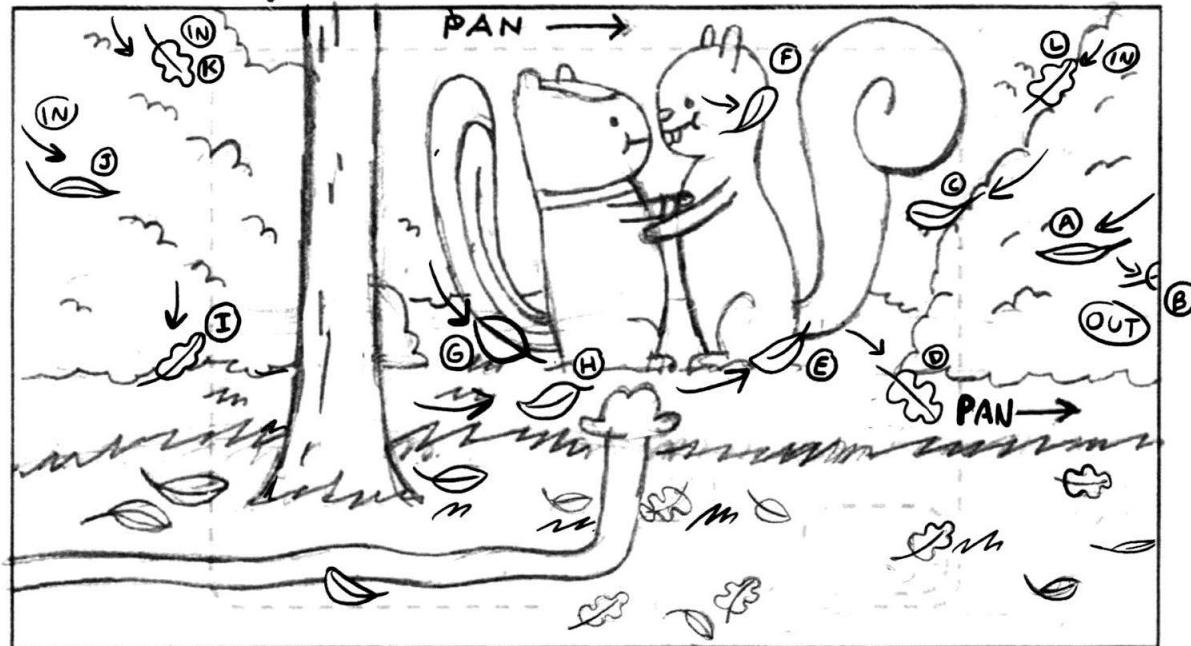
Sc.

Pnl.

Bg.

Page 507A

508 NEXT
day night



Dialog:

SFX: ZZZIP! ...

Action:

DEC 13 2013

Timing:

- NOTE: FALLING LEAVES PAN W/ FOREGROUND

Production:

1025/16?

1025/162

EPISODE #

1025/162

ADVENTURE TIME



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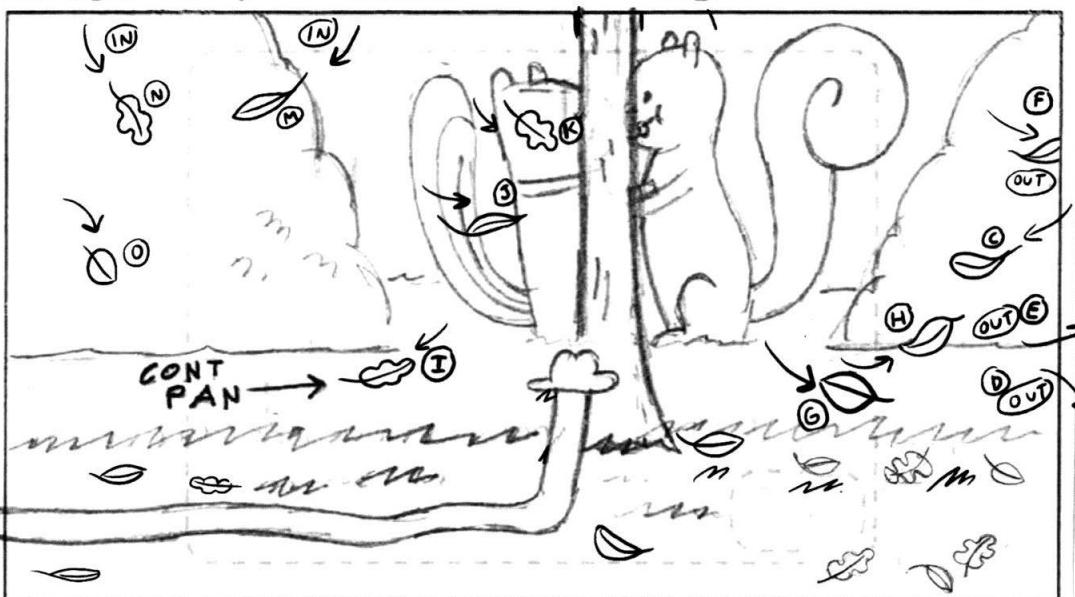
1025/162

Sc. 187 cont

Pnl. C

Bg.

day night

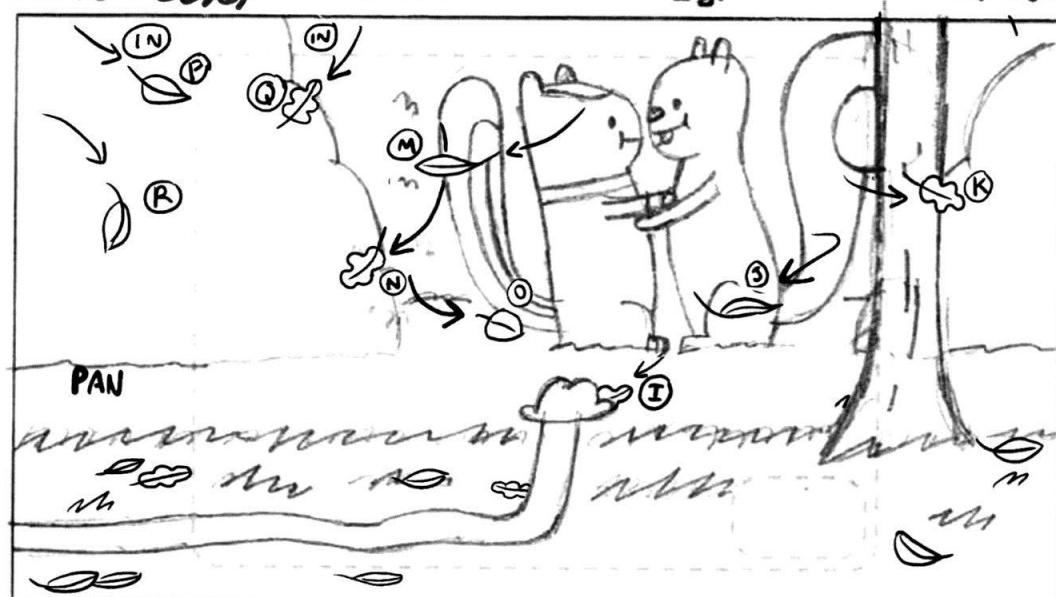


Sc. 187 cont

Pnl. D

Bg.

day night



EPISODE #

1025/162

Dialog:

Action:

Timing:

- NOTE: FALLING LEAVES PAN W/ FOREGROUND

DEC 13 2013

Production :

1025/162

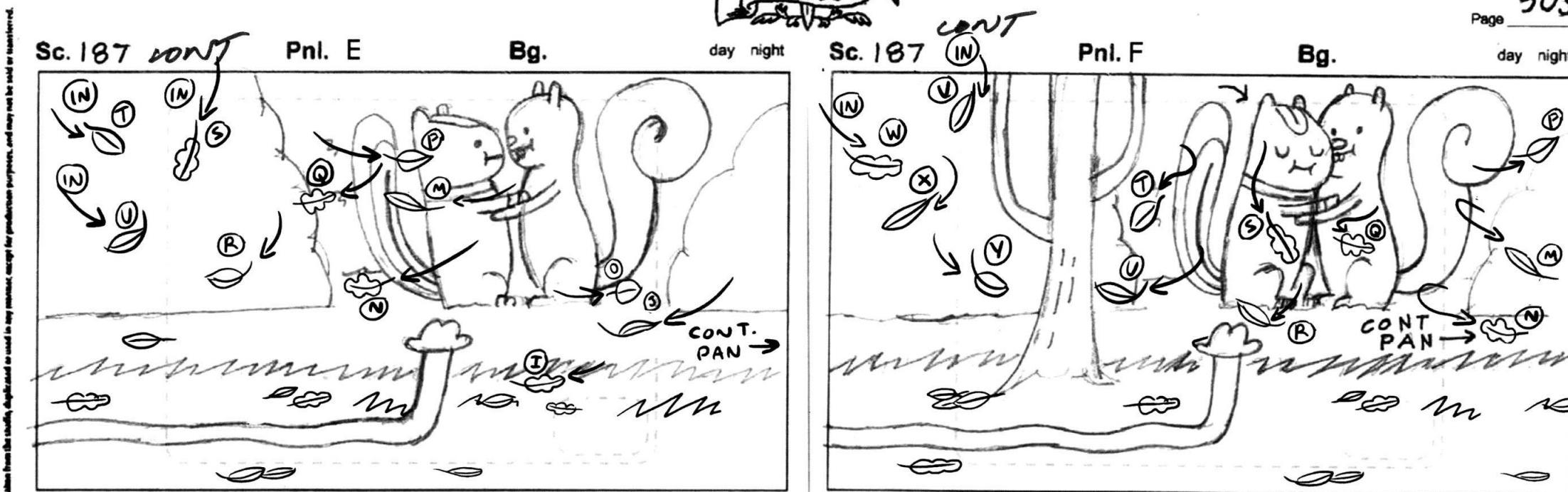
ADVENTURE TIME



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EPISODE #

1025/162



Dialog:

Action:

(SHIFT POSE OF GORALINA AND SQUIRREL, TO
MORE OF AN EMBRACE.)

DEC 13 2013

Timing:

Production:

1025/162

1025/162

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ADVENTURE TIME



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EPISODE #

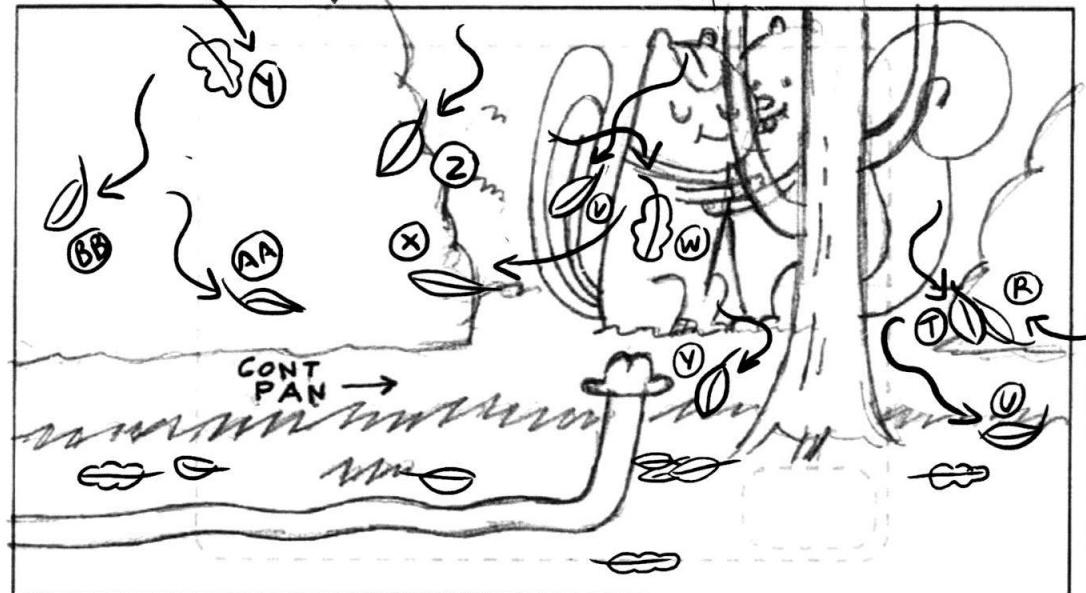
1025/162

Sc. 187

(IN) Pnl. G

Bg.

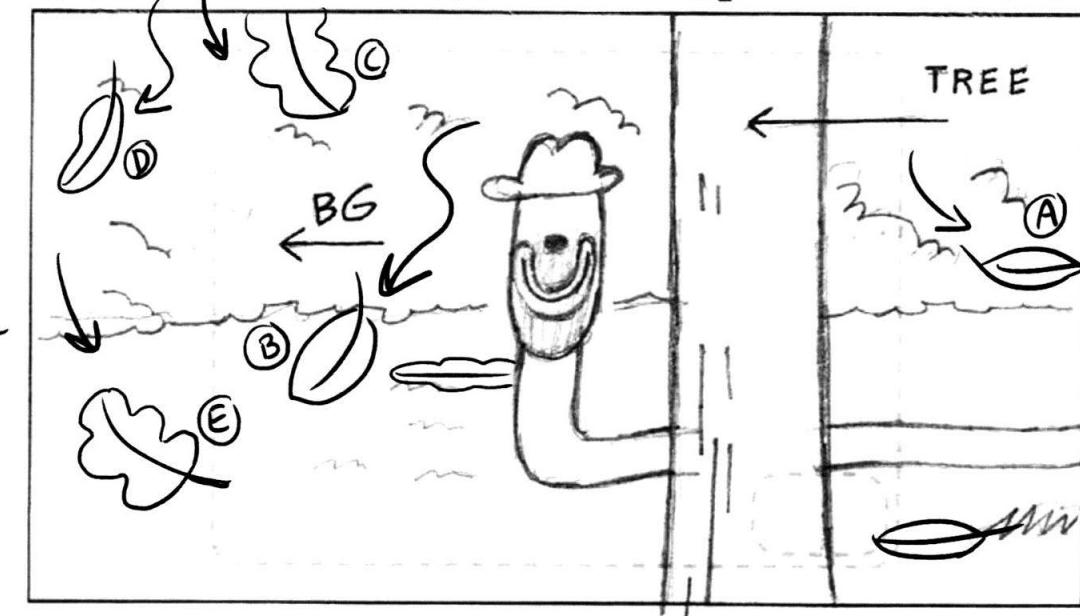
day night



Sc. 188

Pnl. A

day night



Dialog:

SFX: ZZZIP! . . .

DEC 13 2013

Action:

- B.N. IN CENTER OF SCREEN, WOBBLING A BIT.
- PAN BG / PAN TREE THROUGH FOREGROUND
- B.N. IS LOOKING HAPPILY AT GORALINA AND HER FRIEND THE SQUIRREL.

Timing:

Production :

1025/162

ADVENTURE TIME



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1025/162

Sc. 188 CONT Pnl. B

TREE Bg.

day night

Sc. 188 cont Pnl. C

Bg.

day night

Dialog:

Action:

Timing:

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Production : DFC 13 2013

EPISODE #

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ADVENTURE TIME



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EPISODE #

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Sc. 188 CONT Pnl. D Bg. day night

Sc. 189 Pnl. A Bg. day night

Dialog:

SFX: ZZZIP! ...

Action: B.N. GAINS OUT B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2013

Production :

1025/162

ADVENTURE TIME

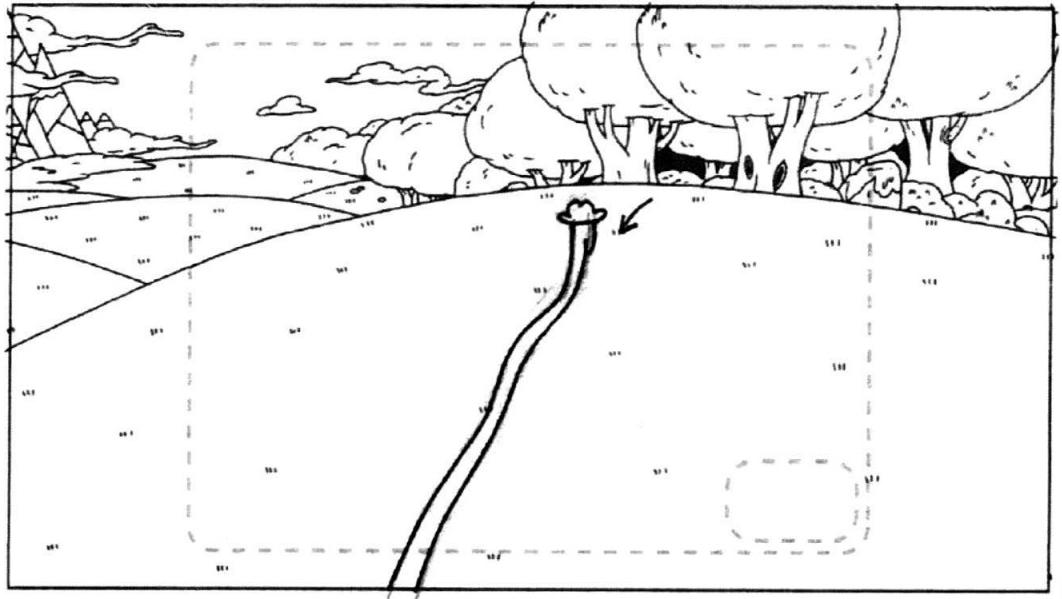


Page 513

Sc. 189 cont Pnl. B

Bg.

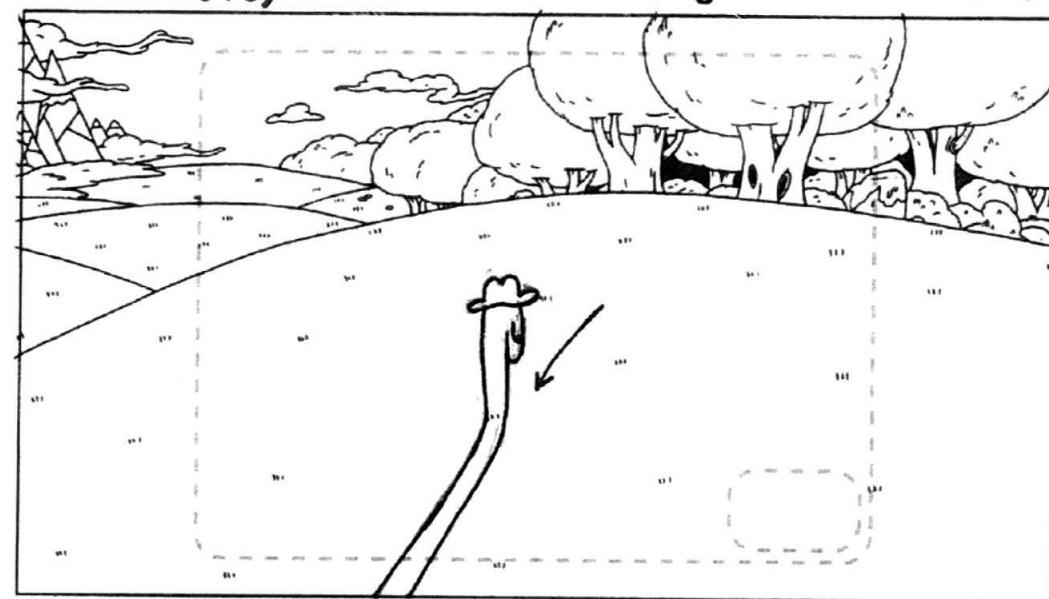
day night



Sc. 189 cont Pnl. C

Bg.

day night



Dialog:

Action:

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME

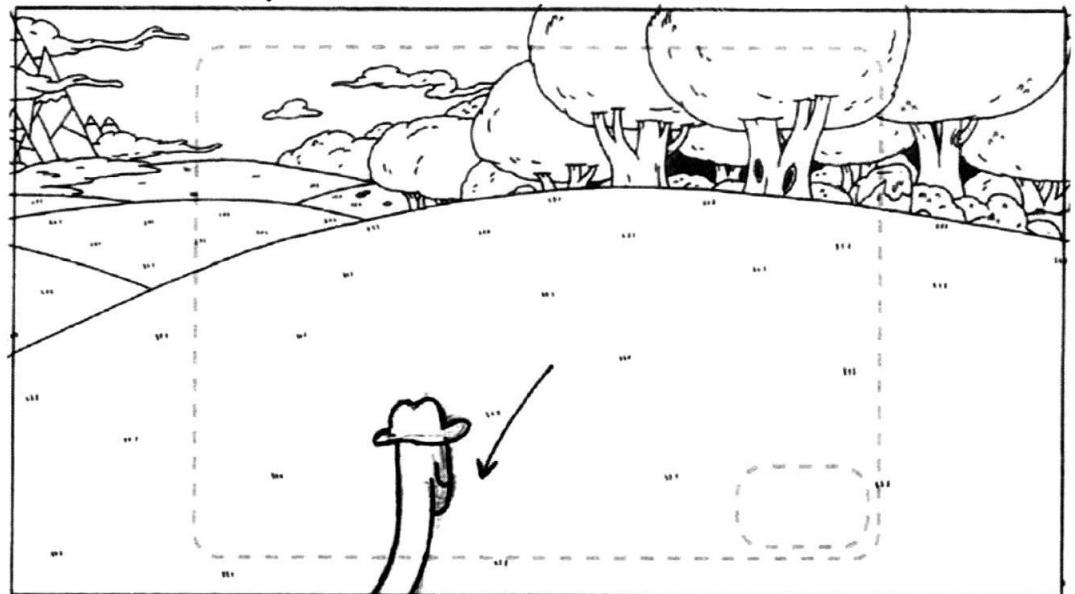


Page 514

Sc. 189 cont Pnl. D

Bg.

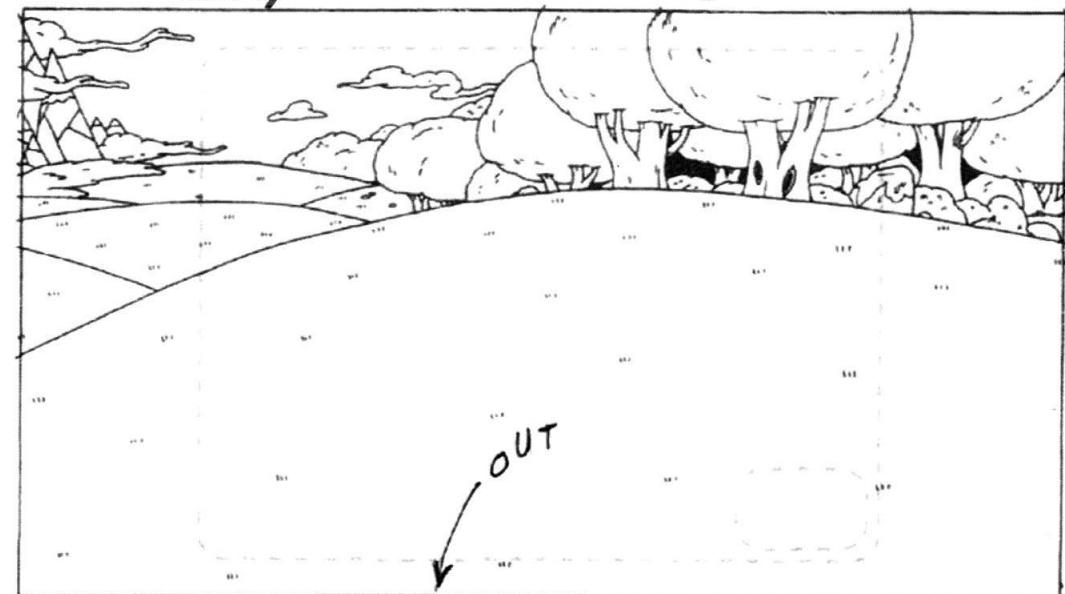
day night



Sc. 189 cont Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

ADVENTURE TIME



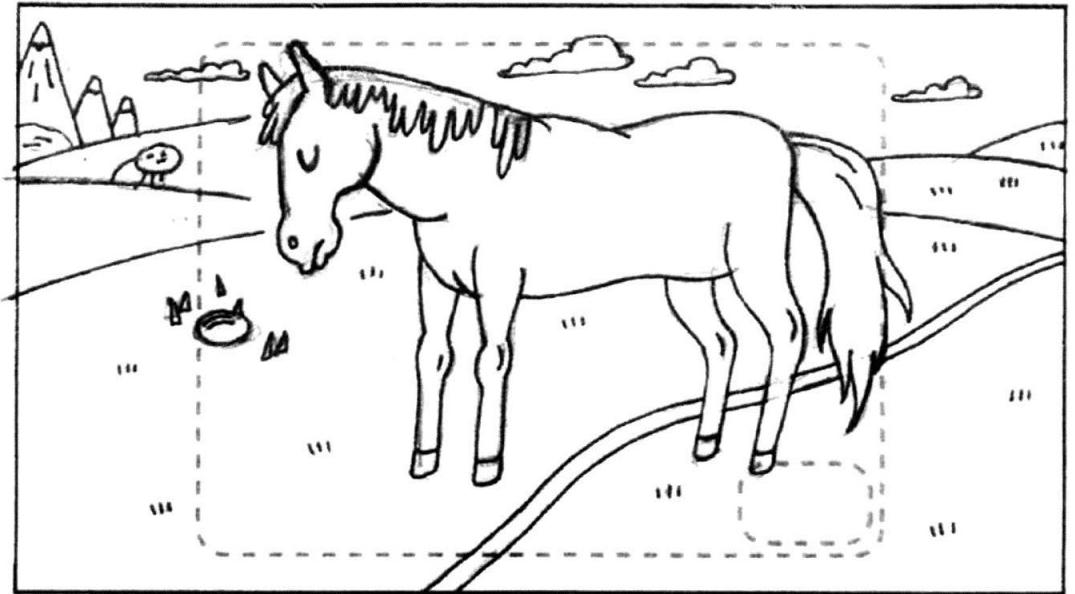
Page 515

Sc. 190

Pnl. A

Bg.

day night

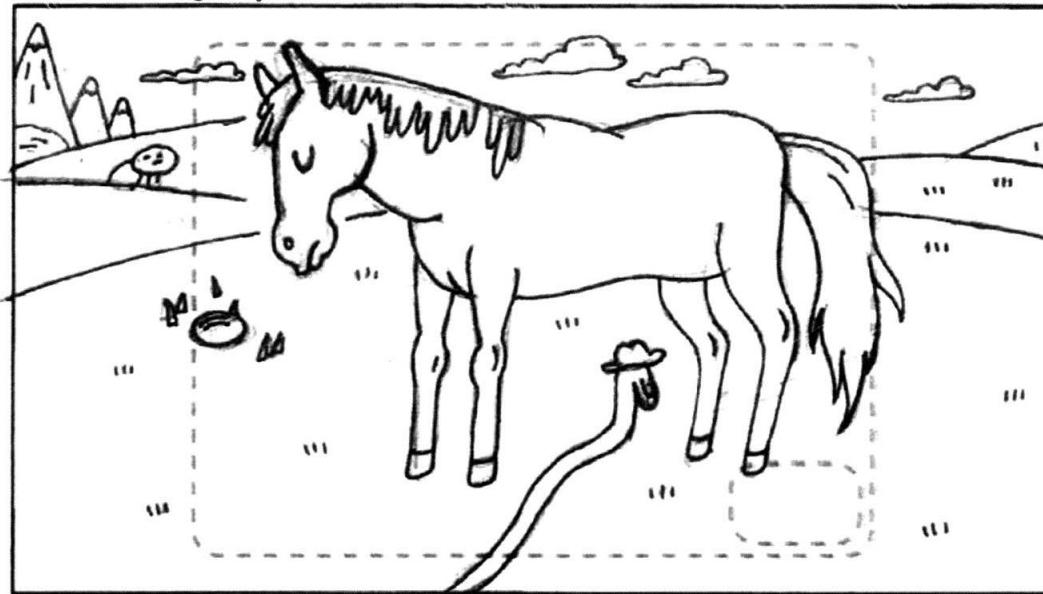


Sc. 190 cont

Pnl. B

Bg.

day night



1025/162

Dialog: SFX: ZZZIP! ...

Action: - B.N. ZIPS THROUGH SCENE (BACKWARDS).
- SCENE SETUP IS LIKE SC. 25 BUT MUCH WIDER TO SHOW THE WHOLE HORSE.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

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ADVENTURE TIME

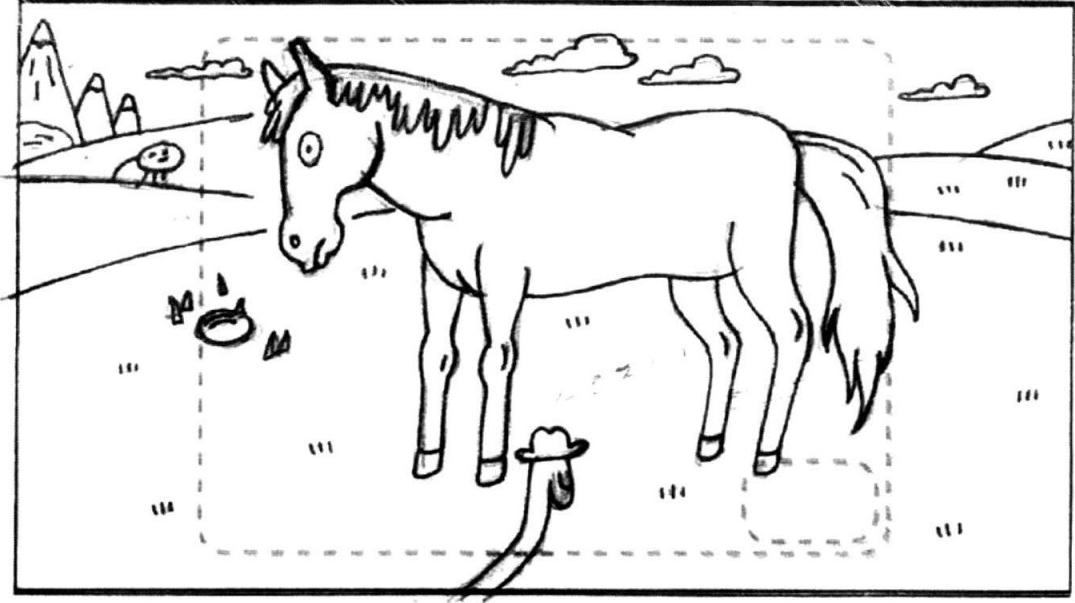


Page 516

Sc. 190 cont Pnl. C

Bg.

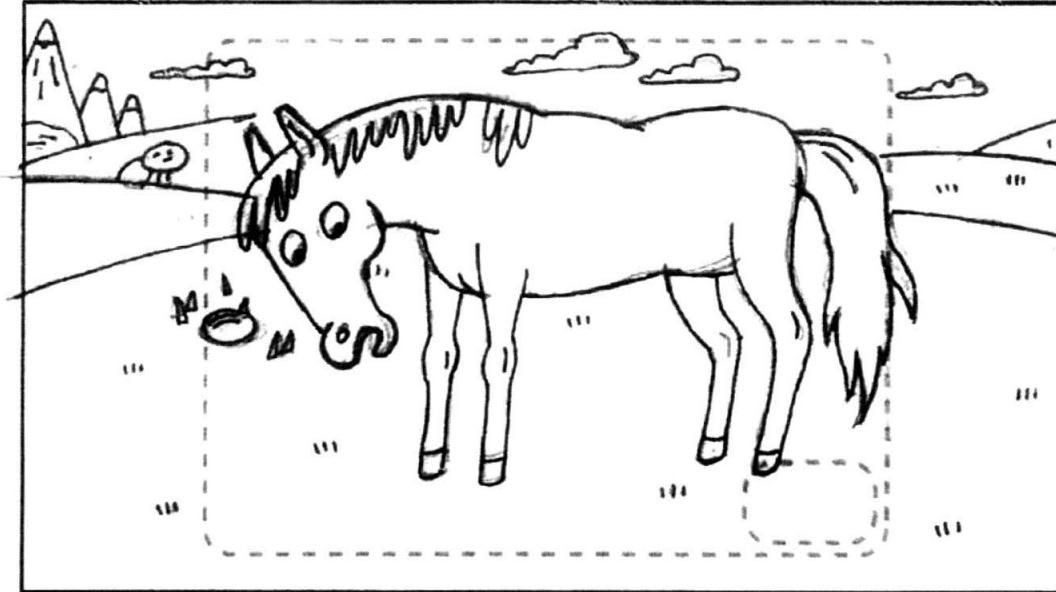
day night



Sc. 190 cont Pnl. D

Bg.

day night



Dialog:

SFX: ZZZIP!

HORSE: [NEIGH]

Action: HORSE REACTS TO THE ZZZIP! SOUND.
(OPENS EYE.)

DEC 13 2013

Timing:

EPISODE #

Production:

1025/162

ADVENTURE TIME



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Sc. 191

Pnl. A

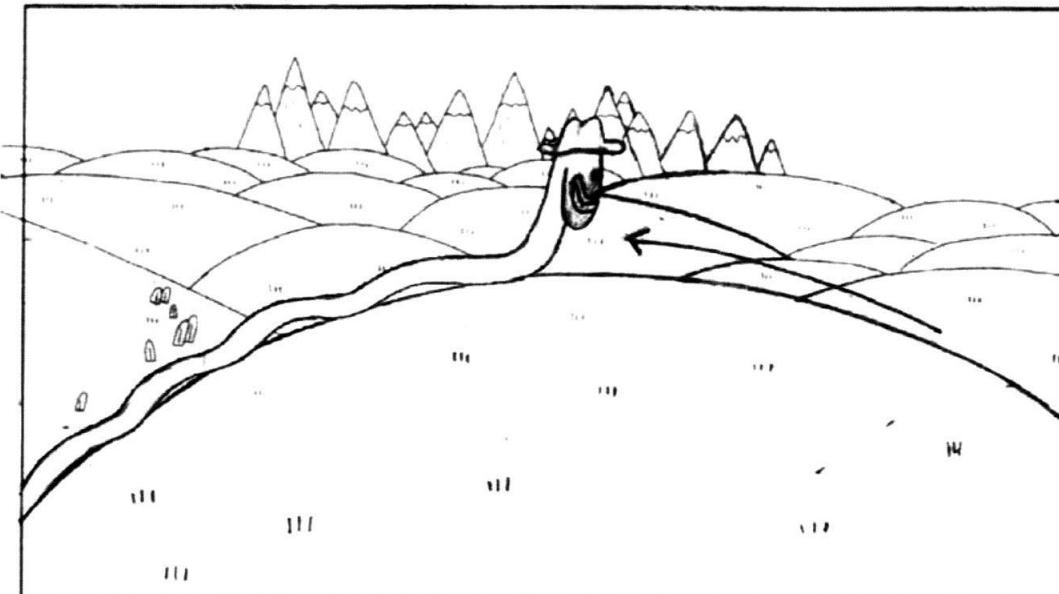
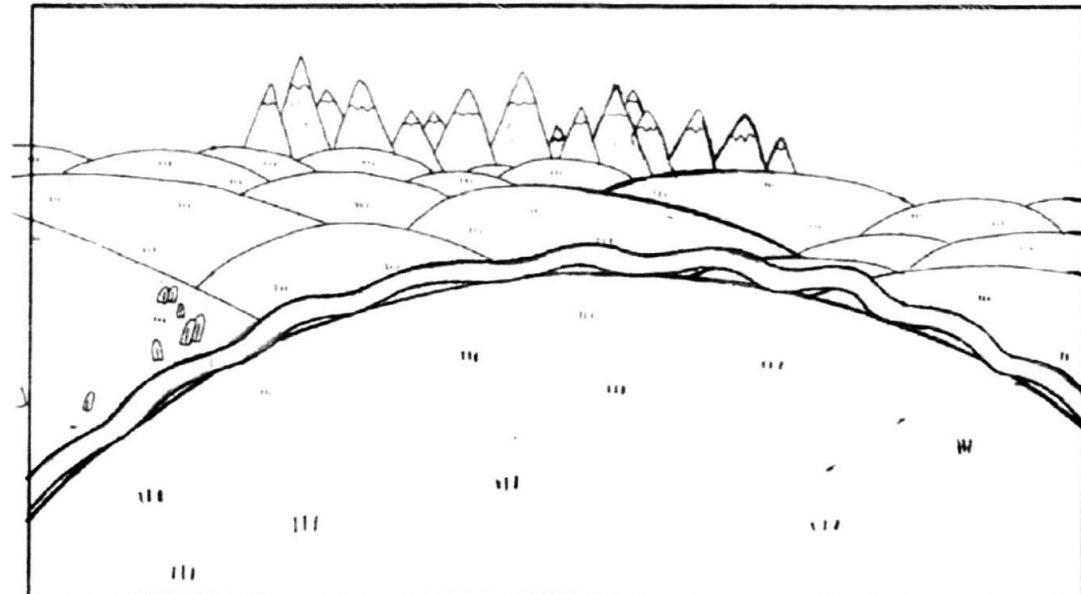
Bg.

day night

Sc. 191 cont Pnl. B

Bg.

day night



Dialog:

SFX: ZZZIP! ...

Action:

B.N. ZIPS THROUGH SCENE (BACKWARDS).

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

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ADVENTURE TIME

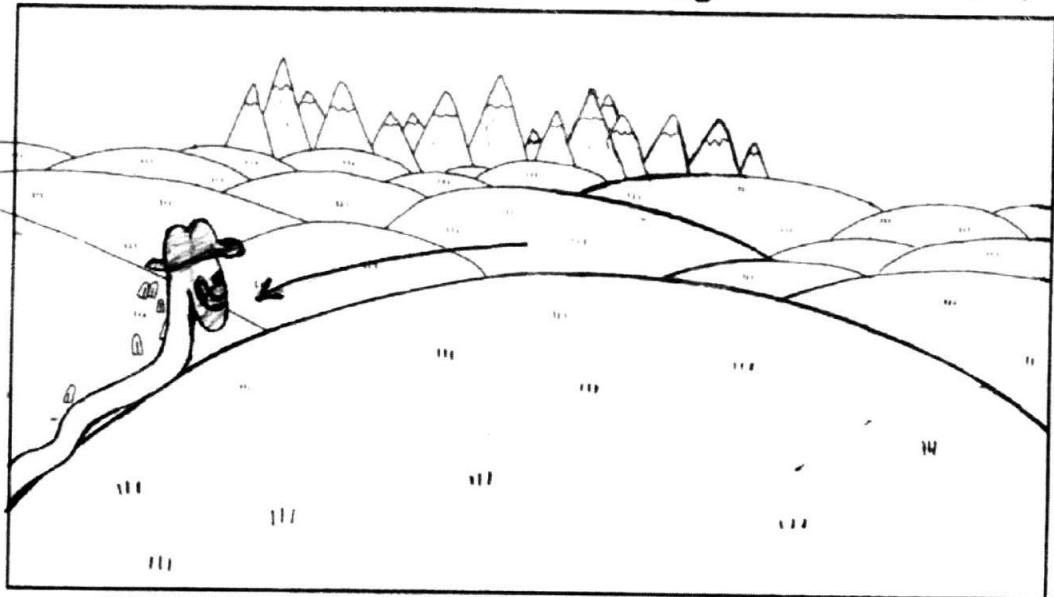


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Sc. 191 cont Pnl. C

Bg.

day night

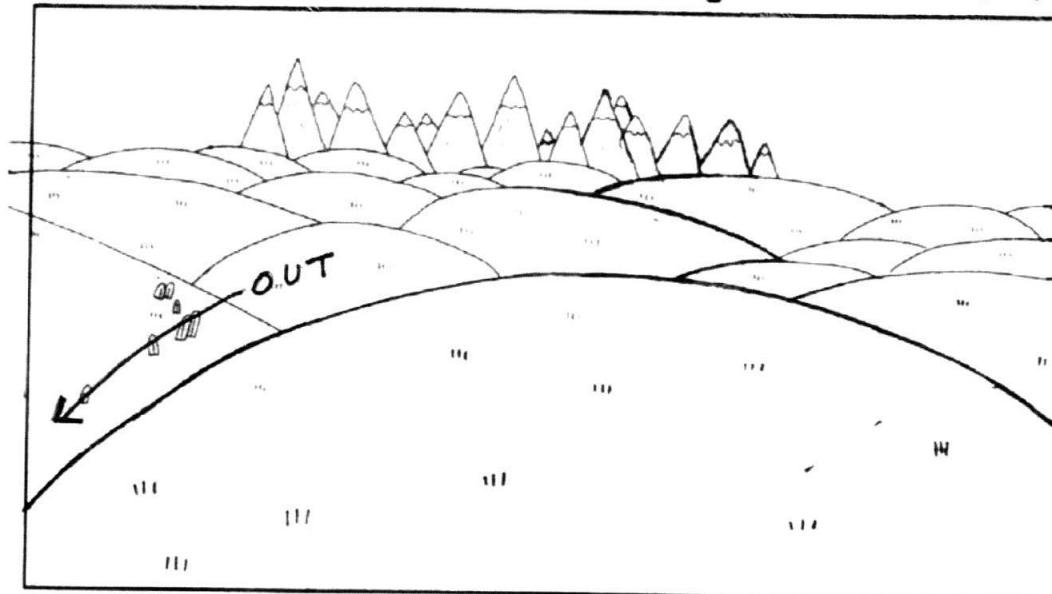


Sc. 191 cont

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production:

1025/162

1025/162

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ADVENTURE TIME



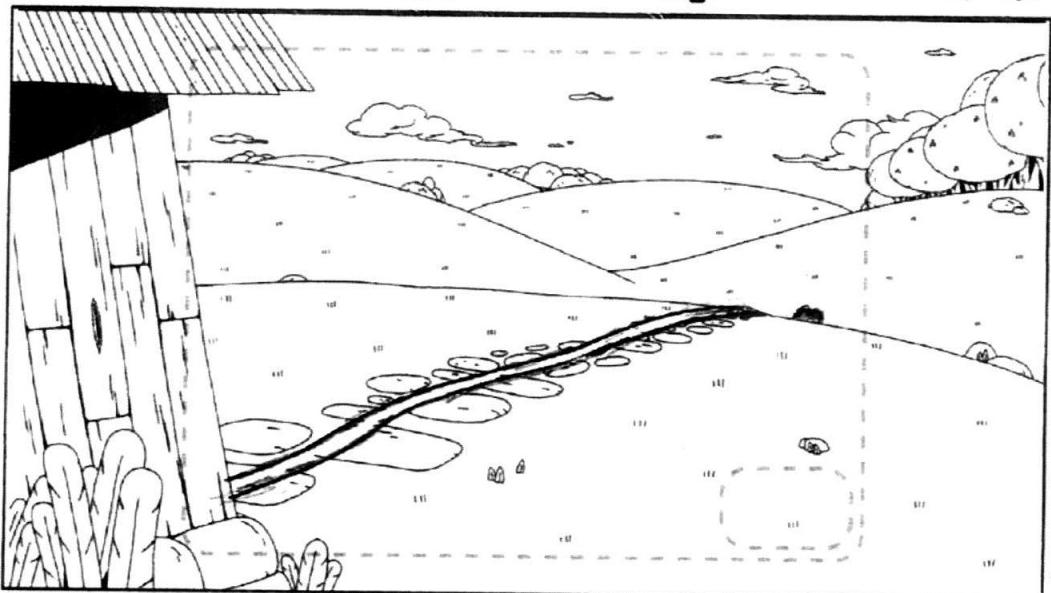
Page 519

Sc. 192

Pnl. A

Bg.

day night

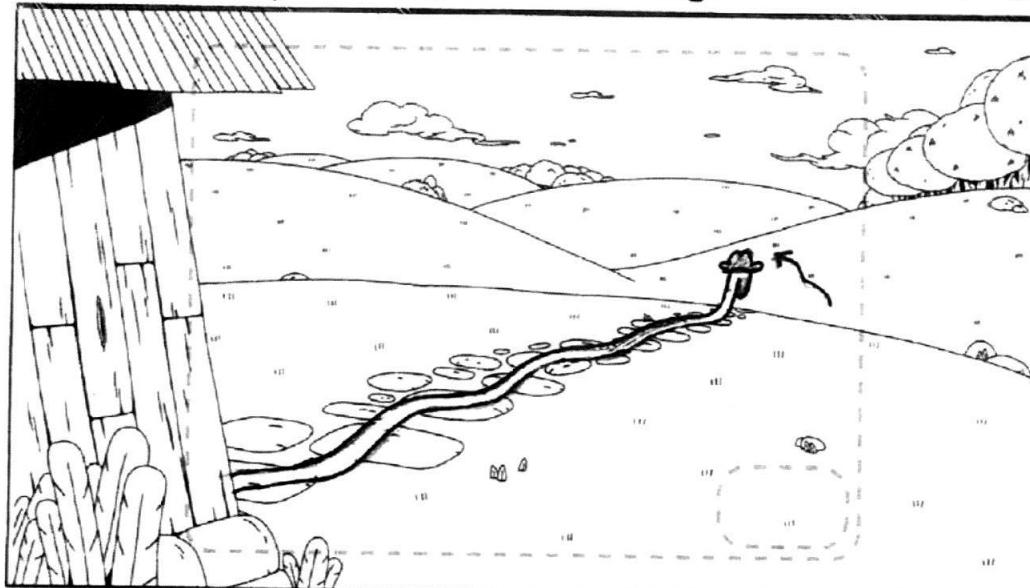


Sc. 192 cont

Pnl. B

Bg.

day night



Dialog: SFX: ZZZIP!

Action: B.N. ZIPS THROUGH SCENE (BACKWARDS).
... AND INTO THE HOUSE.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

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ADVENTURE TIME

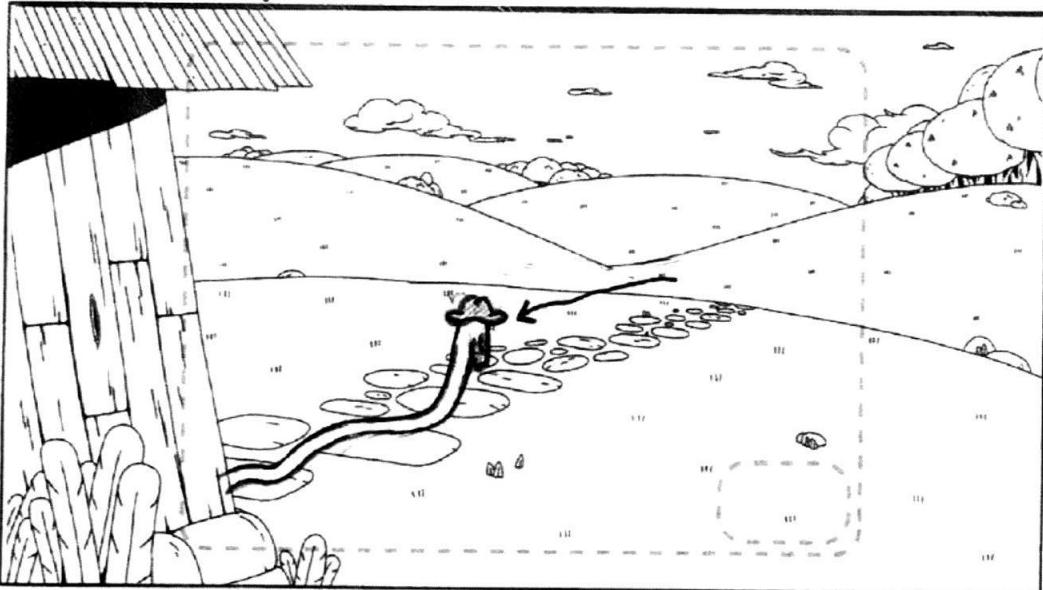


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Sc. 192 cont Pnl. C

Bg.

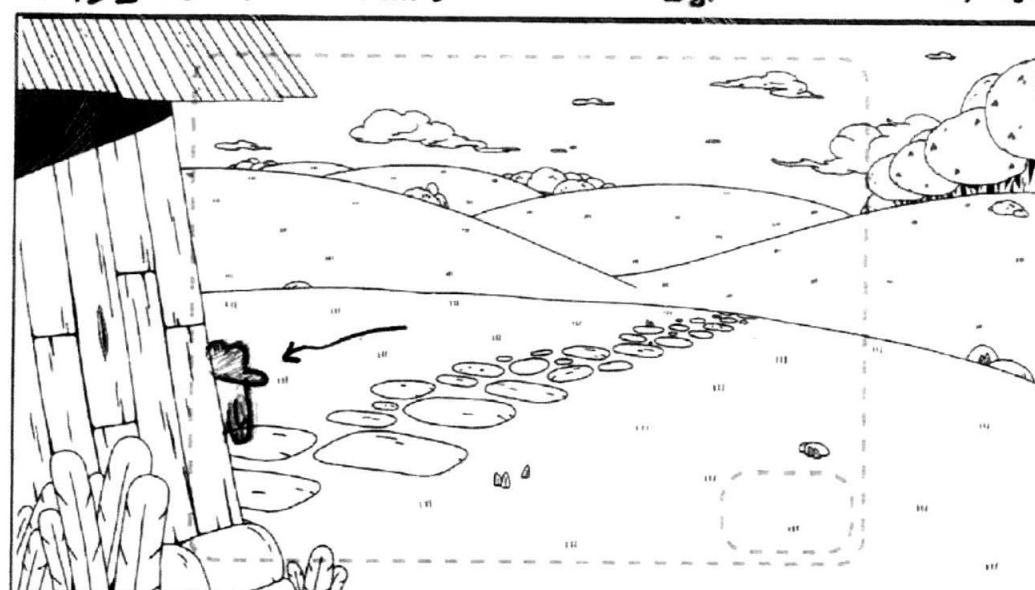
day night



Sc. 192 cont

Pnl. D

day night



EPISODE #

Dialog:

Action:

Timing:

DEC 13 2013

Production :

1025/162

ADVENTURE TIME



Page 521

Sc. 193

Pnl. A

Bg.

day night

Sc. 193 const

Pnl. B

Bg.

day night



Dialog: SFX: ZZZIP!...

Action: B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

13 2013

EPISODE #

Production :

1025/162

ADVENTURE TIME



Page 522

Sc. 193 cont

Pnl. C

Bg.

day night

Sc. 193 cont

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

DEC 18 2013

ADVENTURE TIME

1025/162

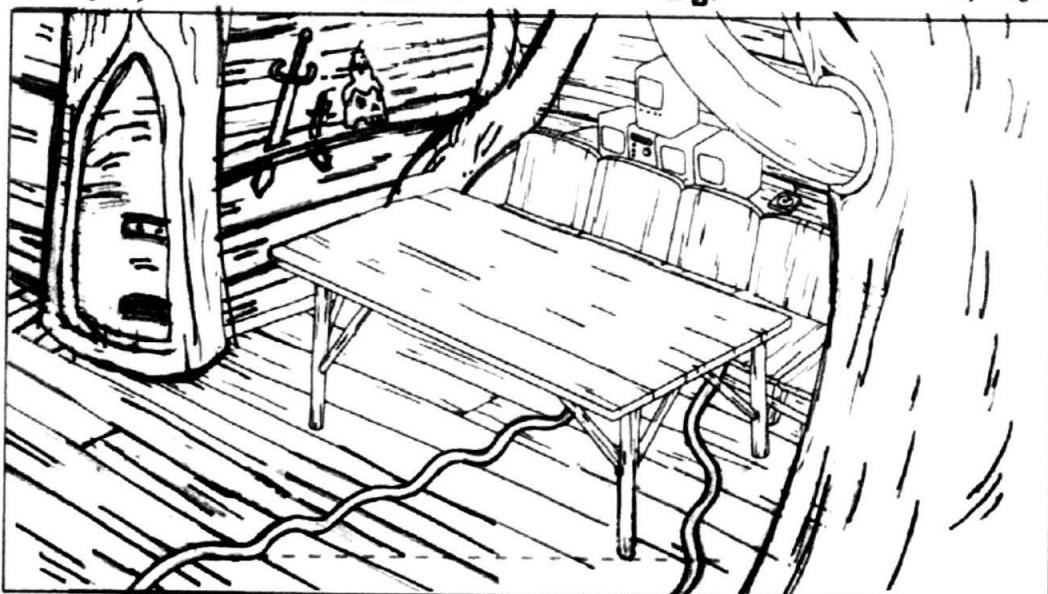
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Sc. 194

Pnl. A

Bg.

day night

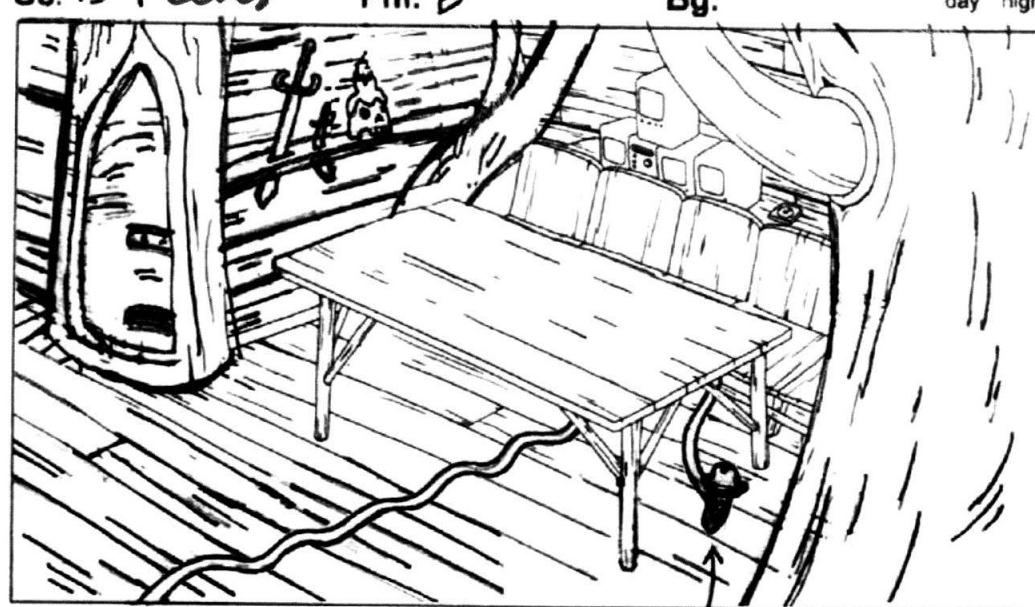


Sc. 194 cont

Pnl. B

Bg.

day night



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EPISODE #

Dialog:

SFX: ZZZIP! ...

Action:

B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2013

Production:

1025/162

1025/162

ADVENTURE TIME



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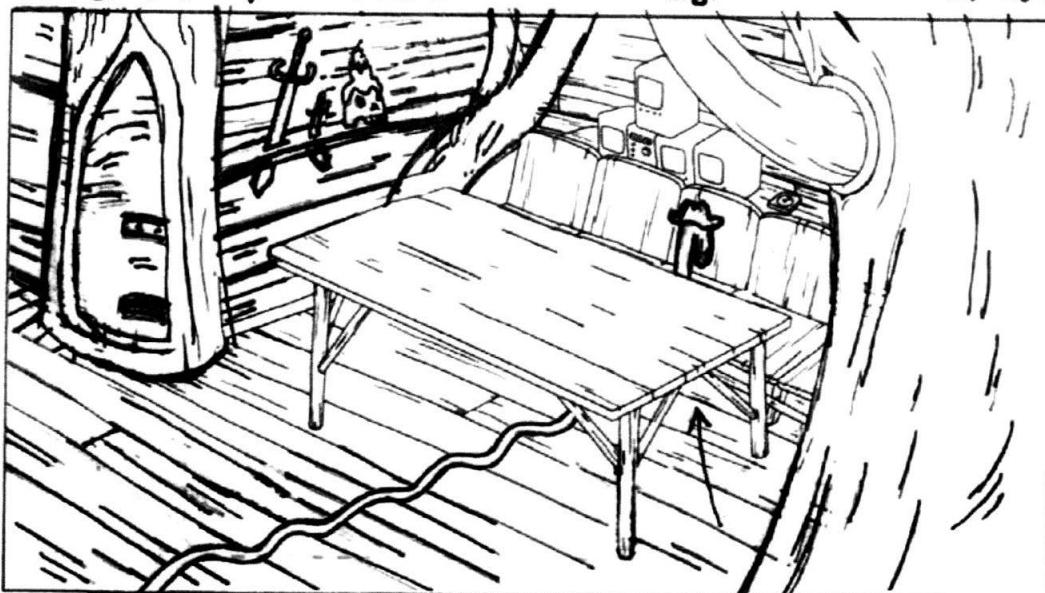
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Sc. 194 cont

Pnl. C

Bg.

day night

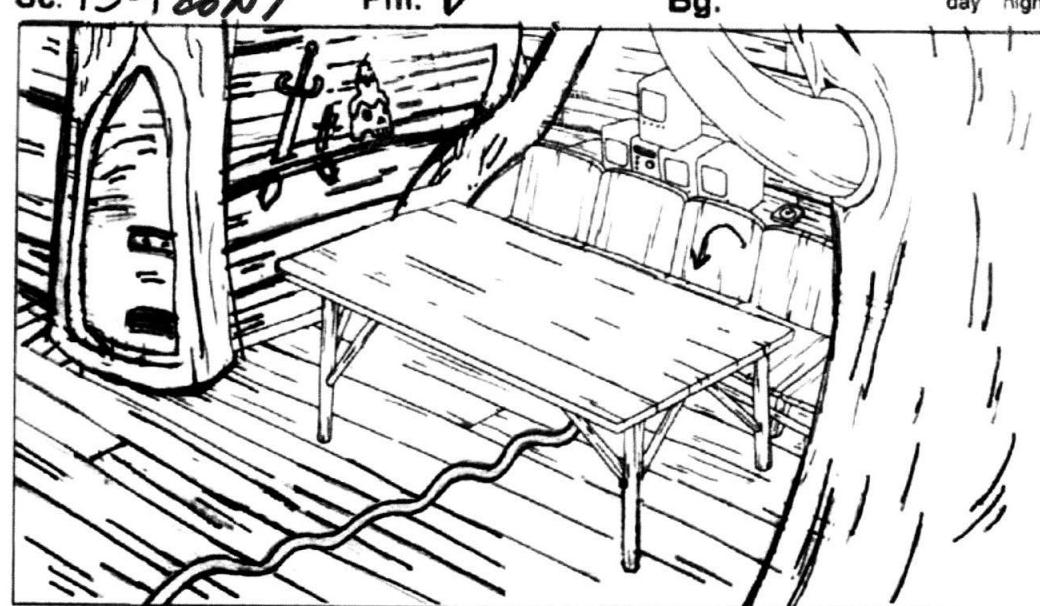


Sc. 194 cont

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production

1025/162

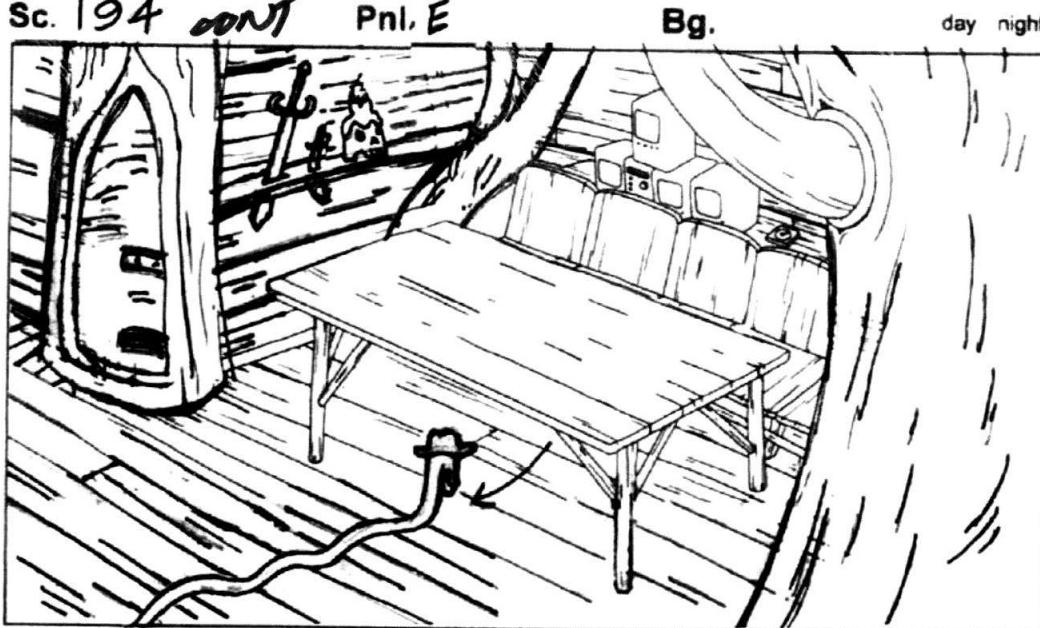
1025/162

ADVENTURE TIME

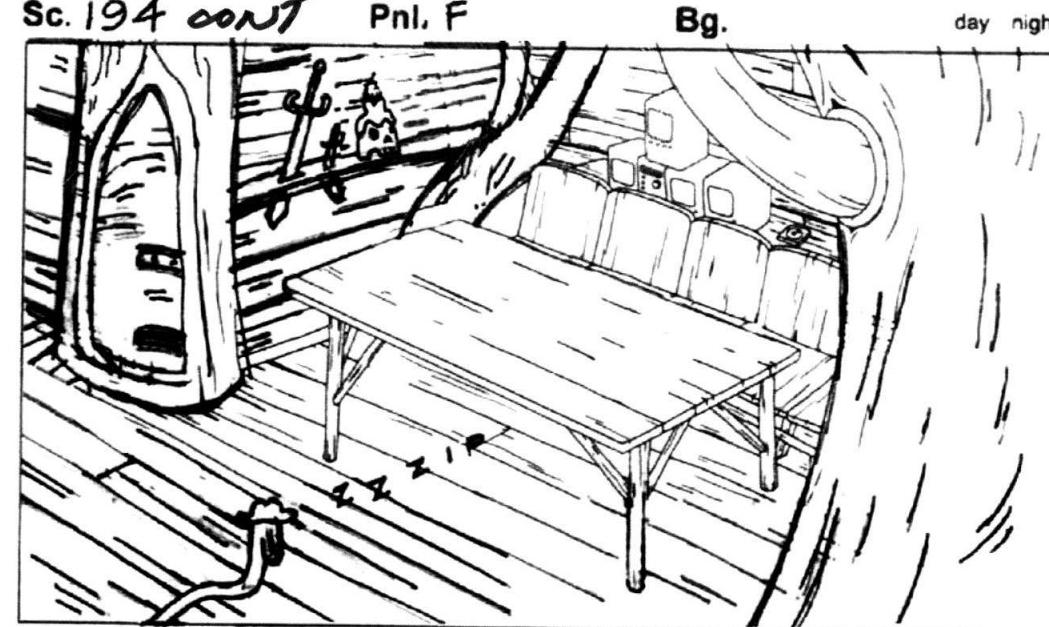


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Sc. 194 cont Pnl. E



Sc. 194 cont Pnl. F



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EPISODE #

Production :

Dialog:

Action:

Timing:

DEC 13 2013

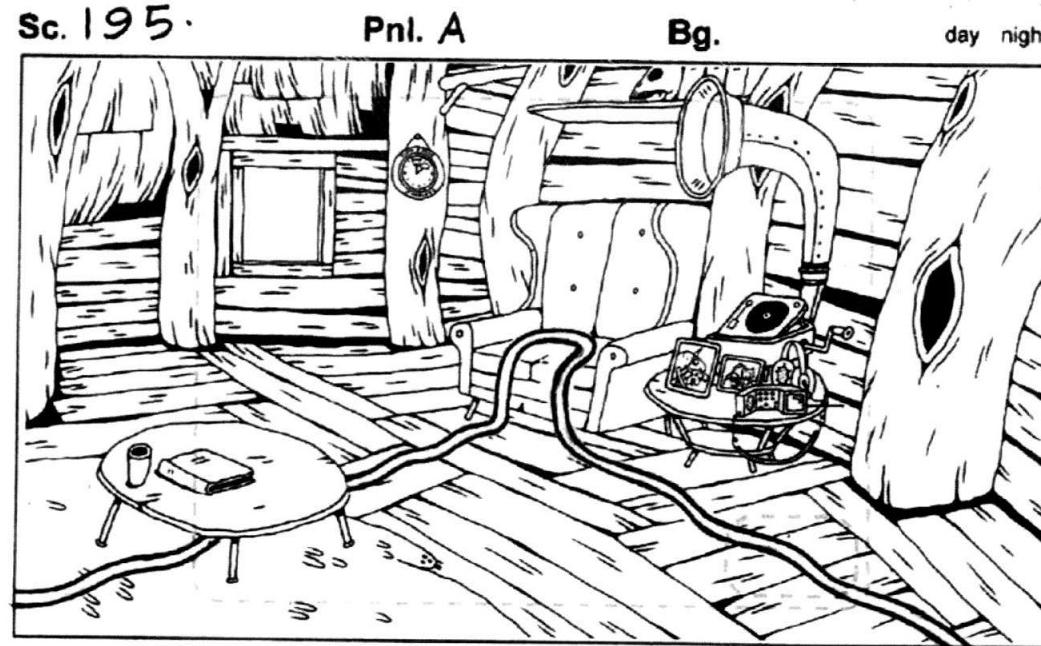
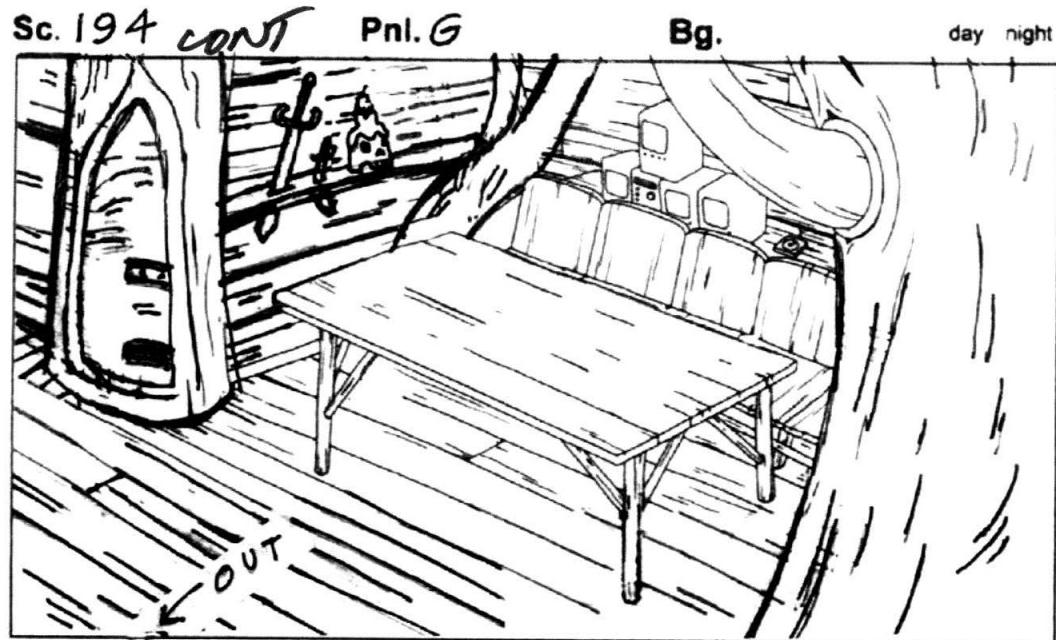
1025/162

1025/162

1025/162

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ADVENTURE TIME



Dialog:

SFX: ZZZIP! ...

Action:

B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2013

EPISODE #

Production :

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ADVENTURE TIME

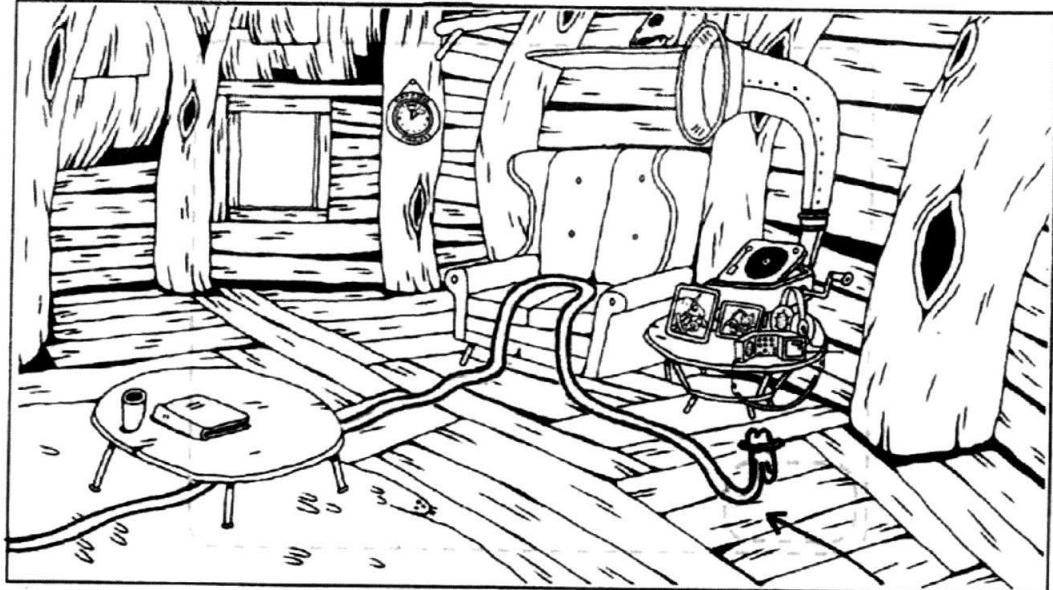


Page 527

Sc. 195 cont Pnl. B

Bg.

day night

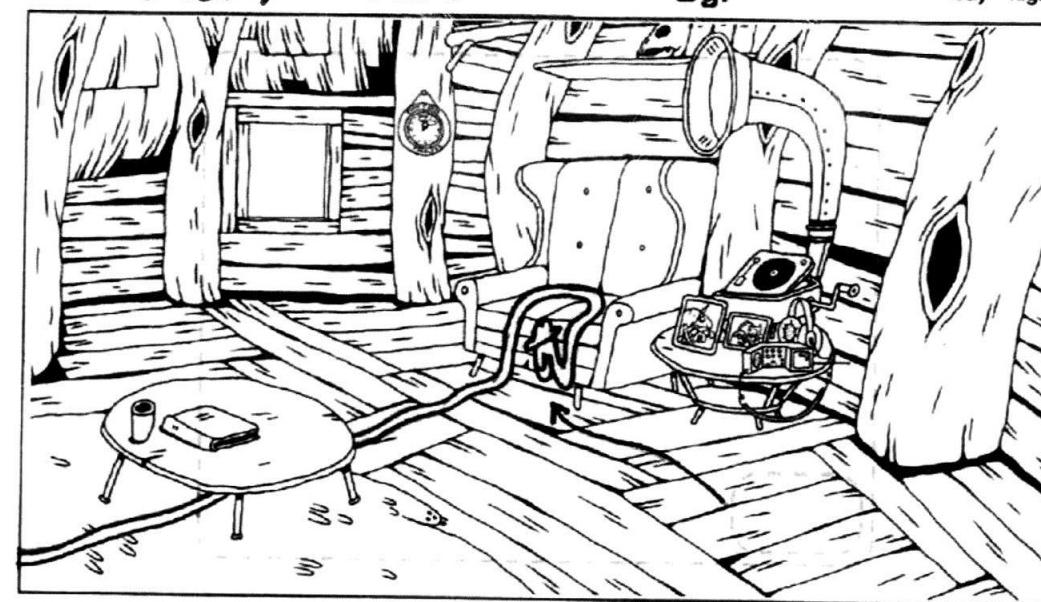


Sc. 195 cont

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production :

EPISODE #

1025/162

1025/162

ADVENTURE TIME



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Sc. 195 cont Pnl. D

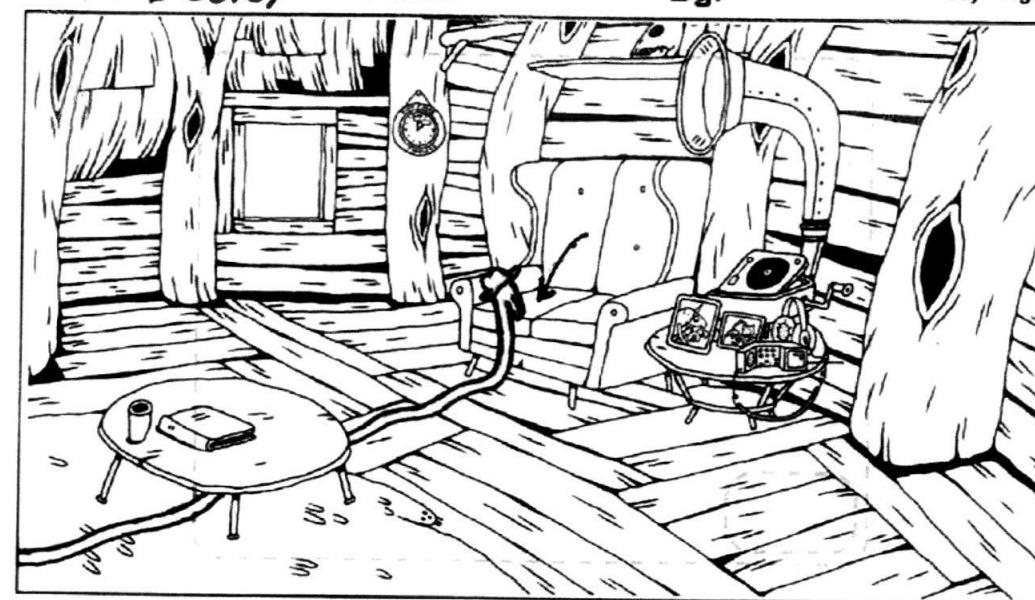
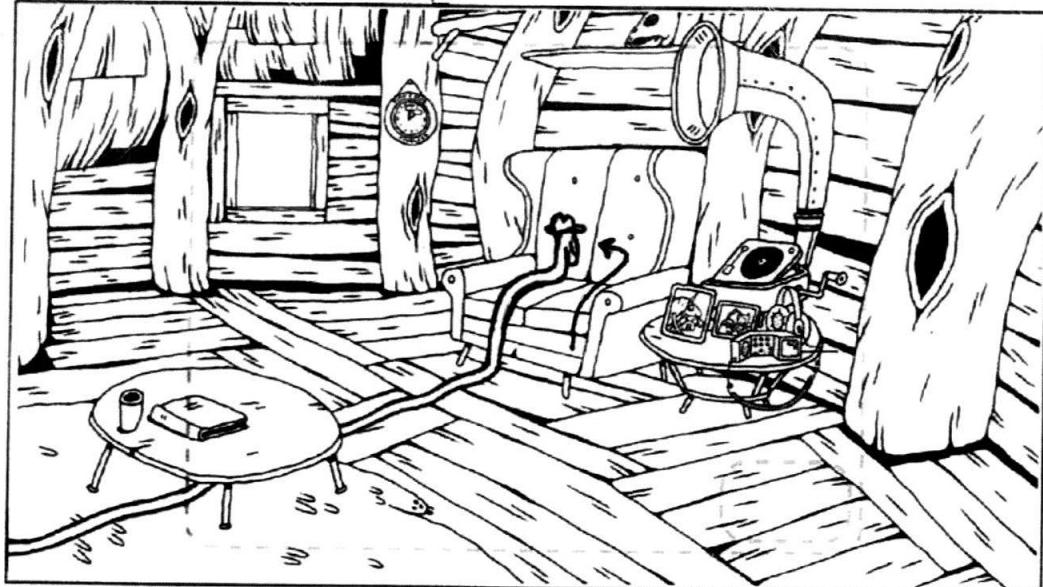
Bg.

day night

Sc. 195 cont Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production :

EPISODE #

ADVENTURE TIME



Page 529

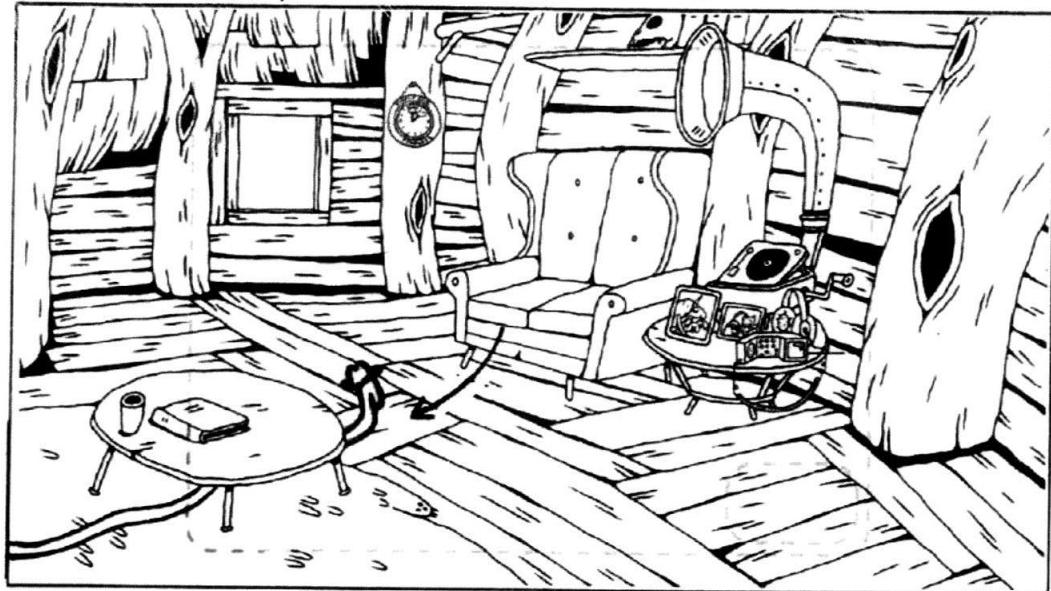
1025/162

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Sc. 195 cont Pnl. F

Bg.

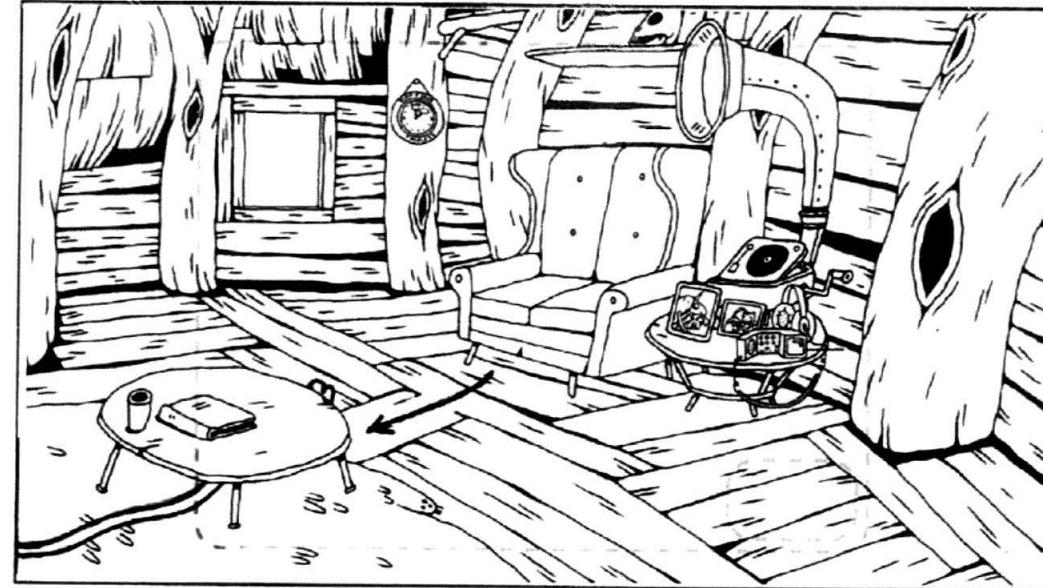
day night



Sc. 195 cont Pnl. G

Bg.

day night



Dialog:

SFX: BUMP! (HIS HEAD HITTING THE TABLE)

Action:

Timing:

DEC 13 2012

EPISODE #

Production :

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ADVENTURE TIME



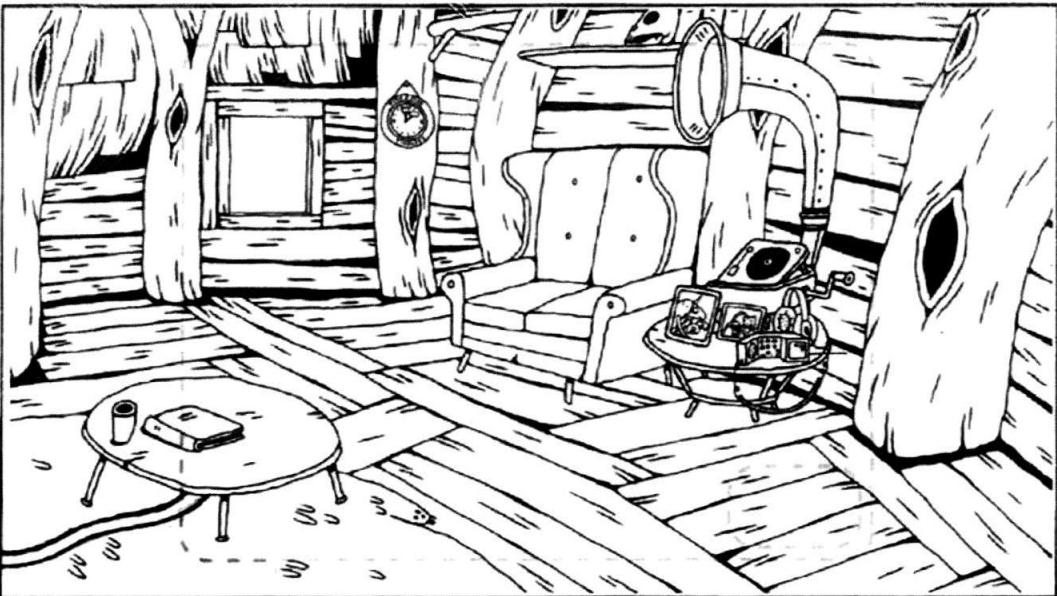
Page 530

Sc. 195 cont

Pnl. H

Bg.

day night

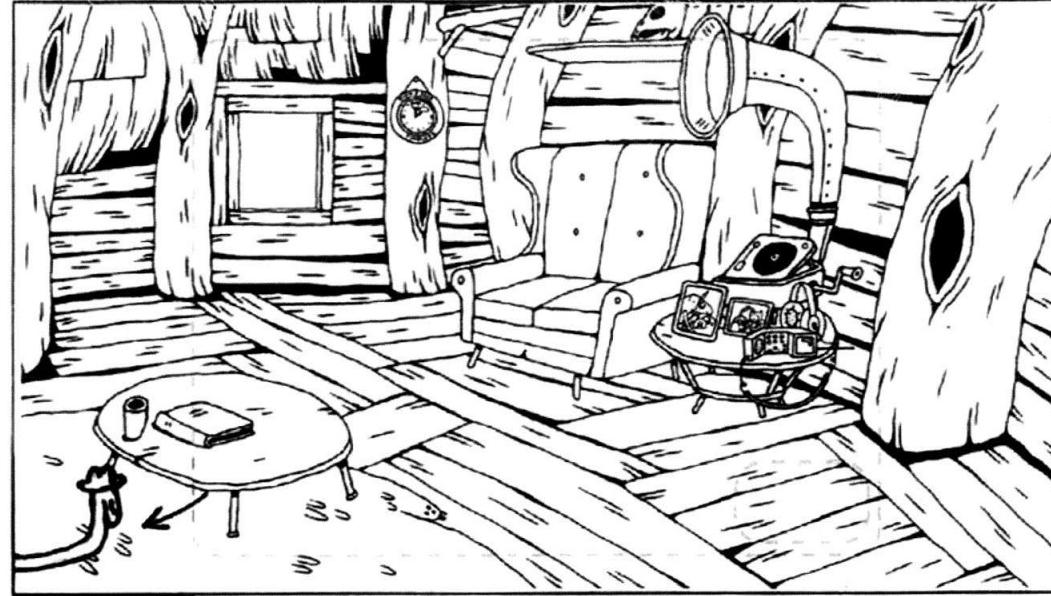


Sc. 195 cont

Pnl. I

Bg.

day night



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Dialog:

Action:

Timing:

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EPISODE # 1025/162

Production :

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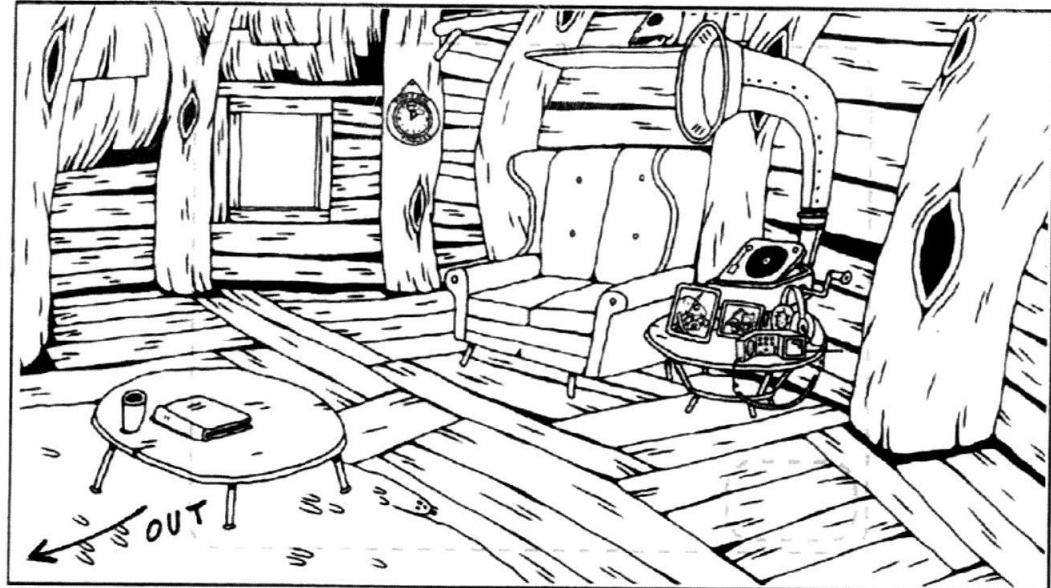
No Sc. 196

Page 531

Sc. 195 cont Pnl. J

Bg.

day night

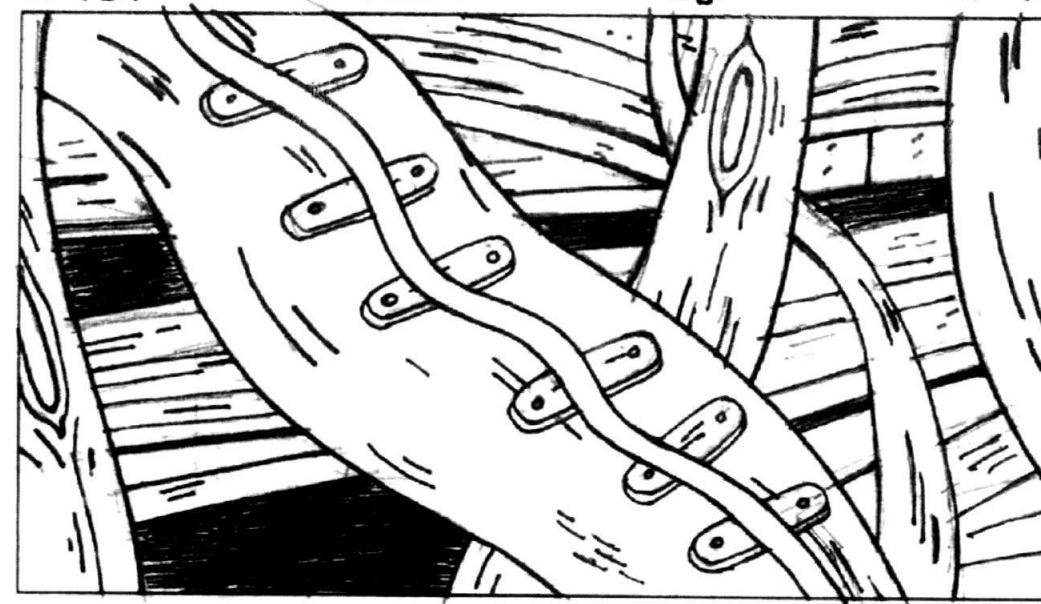


Sc. 197

Pnl. A

Bg.

day night



Dialog:

SFX: ZZZIP!

Action:

B.N. ZIPS UP THE LADDER (BACKWARDS).

Timing:

DEC 13 2013

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Production

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ADVENTURE TIME



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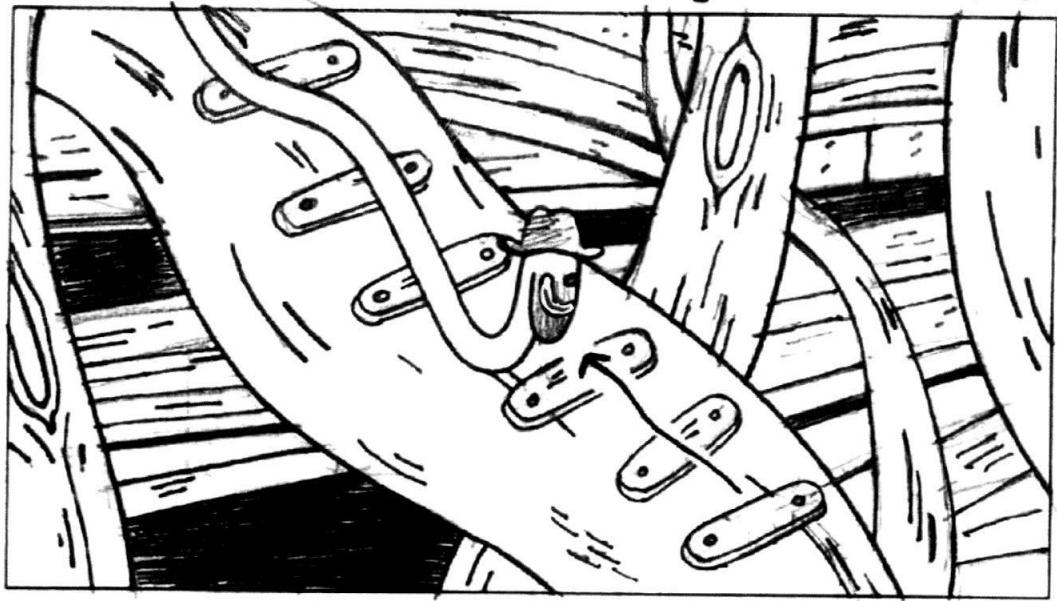
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Sc. 197 cont

Pnl. B

Bg.

day night

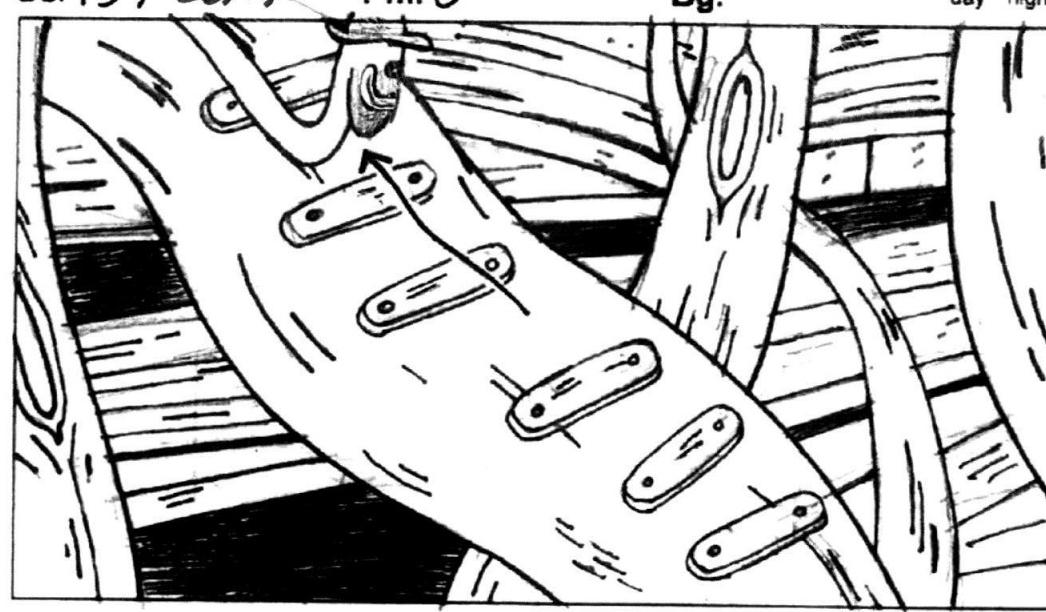


Sc. 197 cont

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2010

Production :

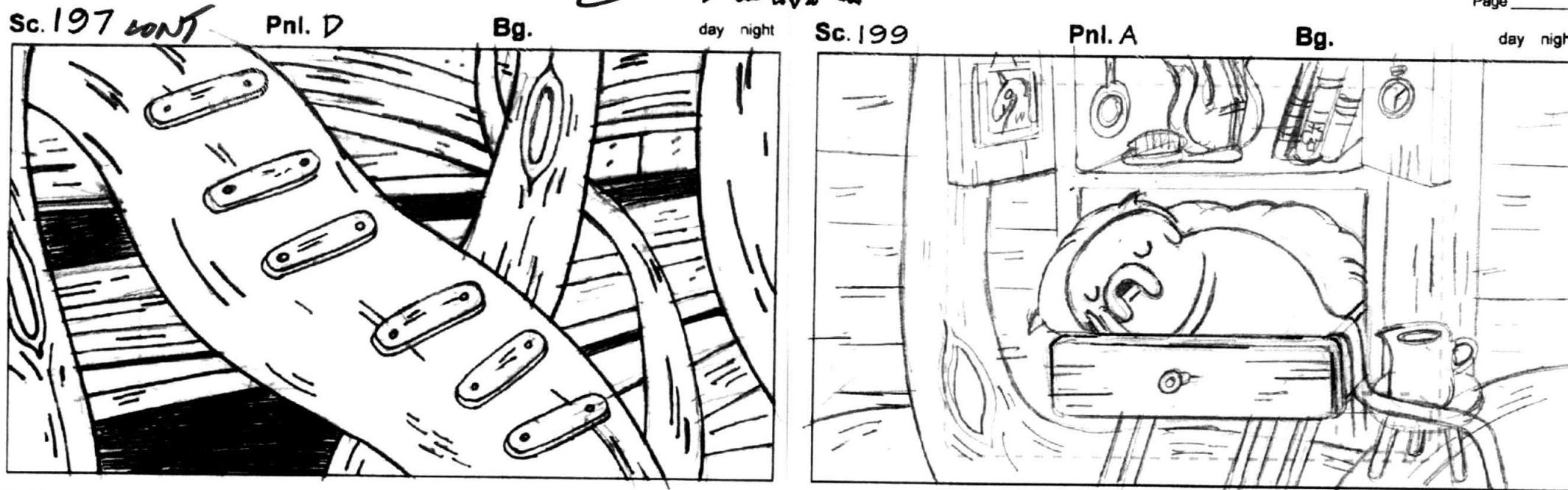
EPISODE #

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Dialog:

SFX: ZZZIP! (QUIET IN THE DISTANCE, GETTING LOUDER AS B.N. FACE GETS CLOSER TO JAKE.)

Action:

JAKE IS SLEEPING. THE SETUP IS LIKE SC.5, BUT, WIDER FIELD.

Timing:

DEC 13 2013

Production :

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ADVENTURE TIME



Page 534

Sc. 199 *cont* Pnl. B

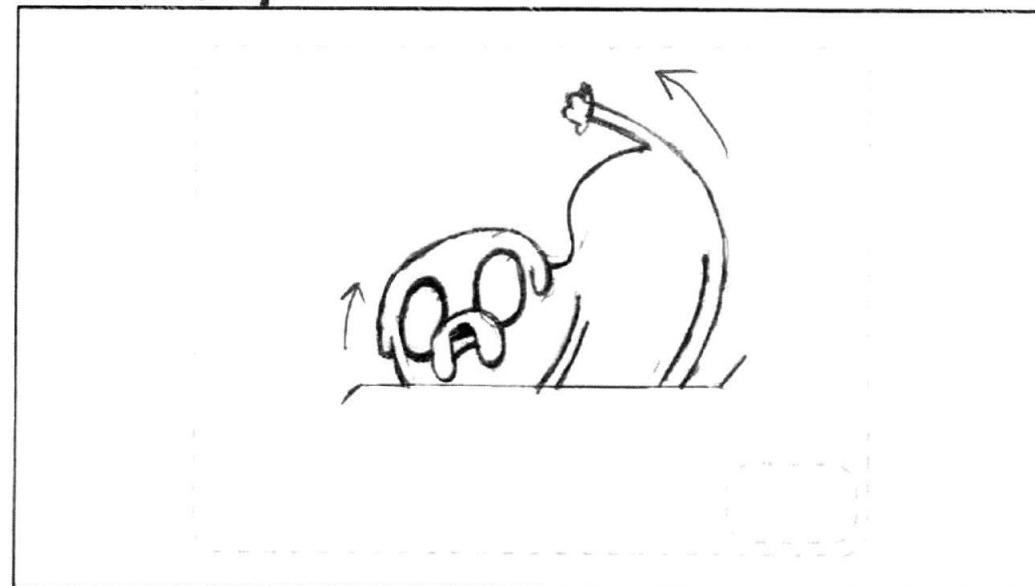
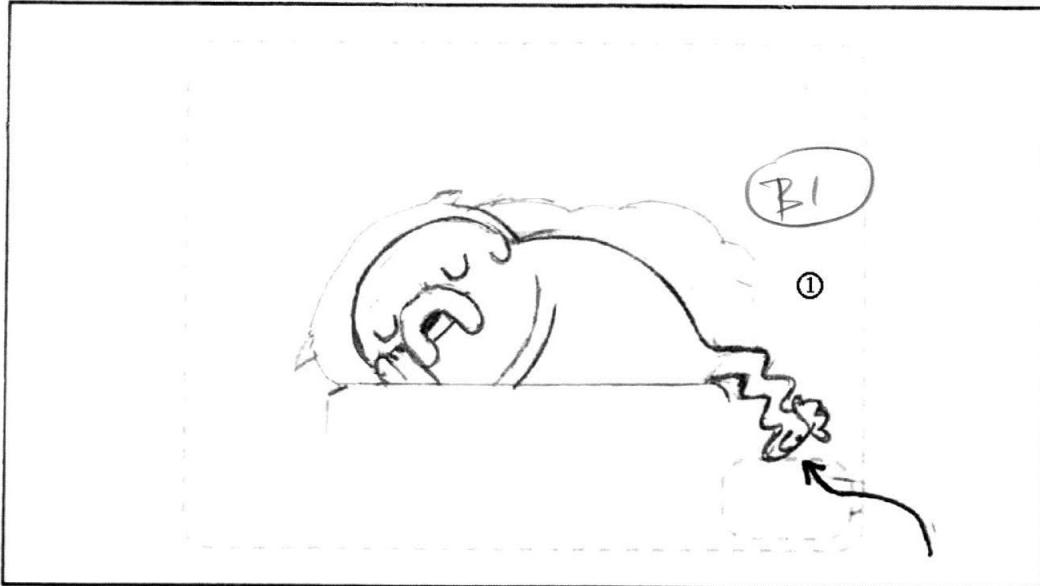
Bg.

day night

Sc. 199 *cont* Pnl. C

Bg.

day night



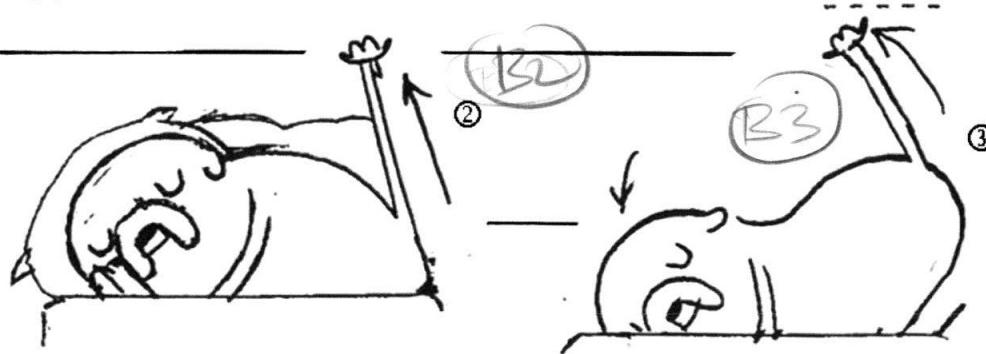
Dialog:

SFX: SNAP!

Action: B.N. ZIPS IN, PRETTY FAST.
(NOT SLOWING DOWN AT ALL.)

SNAP! JAKE'S TAIL HAS RETURNED TO HIM.
(AND NOW IT'S JUST A TAIL.)

Timing:



DEC 13 2011

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Production :

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ADVENTURE TIME



Page 535

Sc. 199 *cont*

Pnl. D

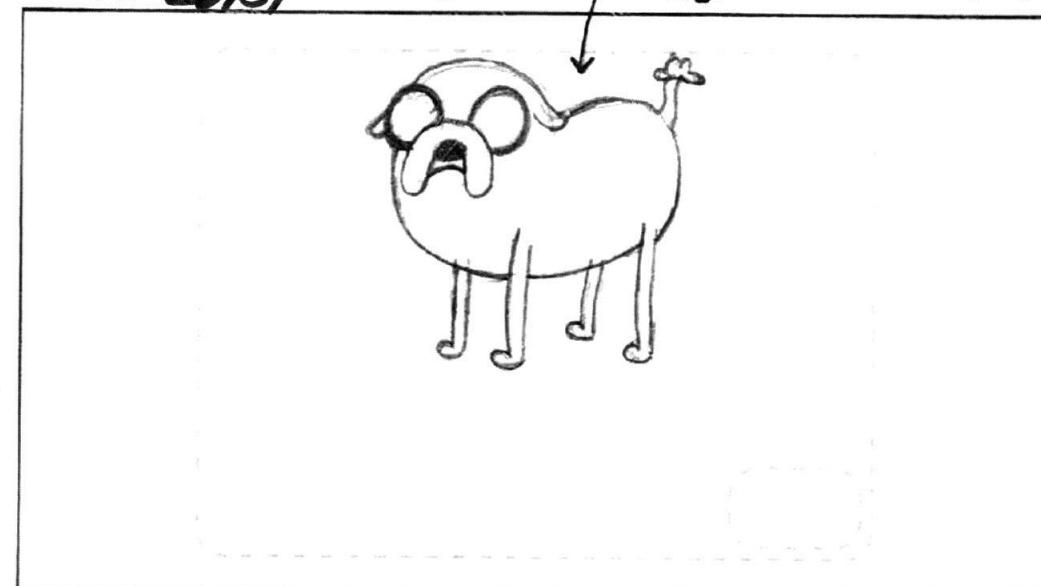
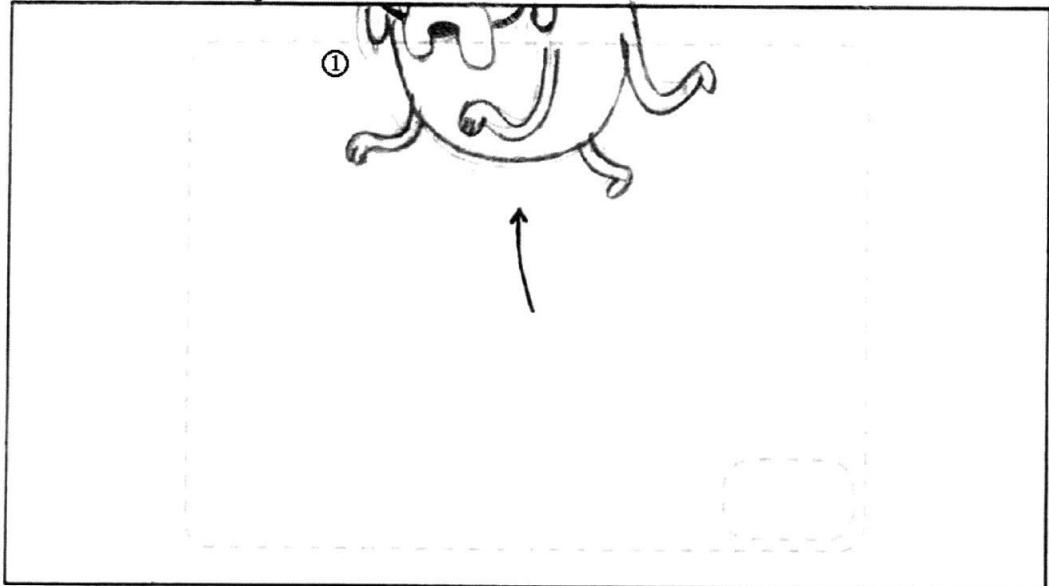
Bg.

day night

Sc. 199 *cont*

Pnl. E

day night

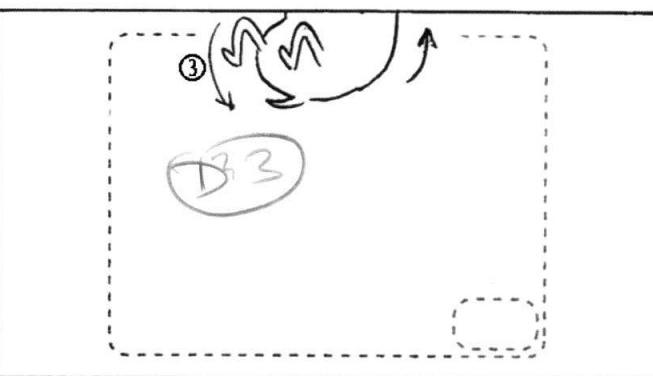
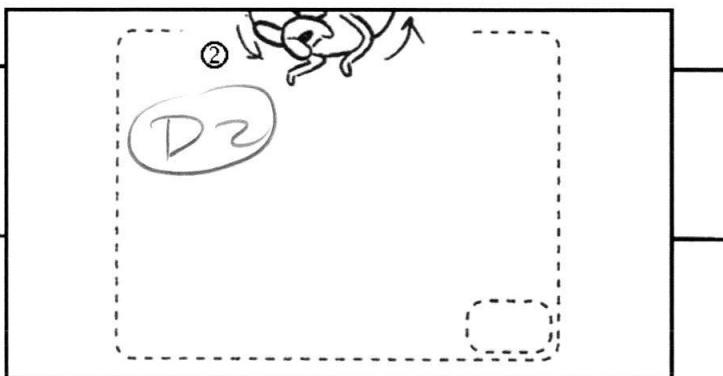


Dialog:

Action: JAKE LEAPS UP, IN REACTION TO THE 'SNAP'

JAKE COMES DOWN...

Timing:



DEC 13 2013

Production:

1025/16?

ADVENTURE TIME



Page 536

Sc. 199 cont

Pnl. F

Bg.

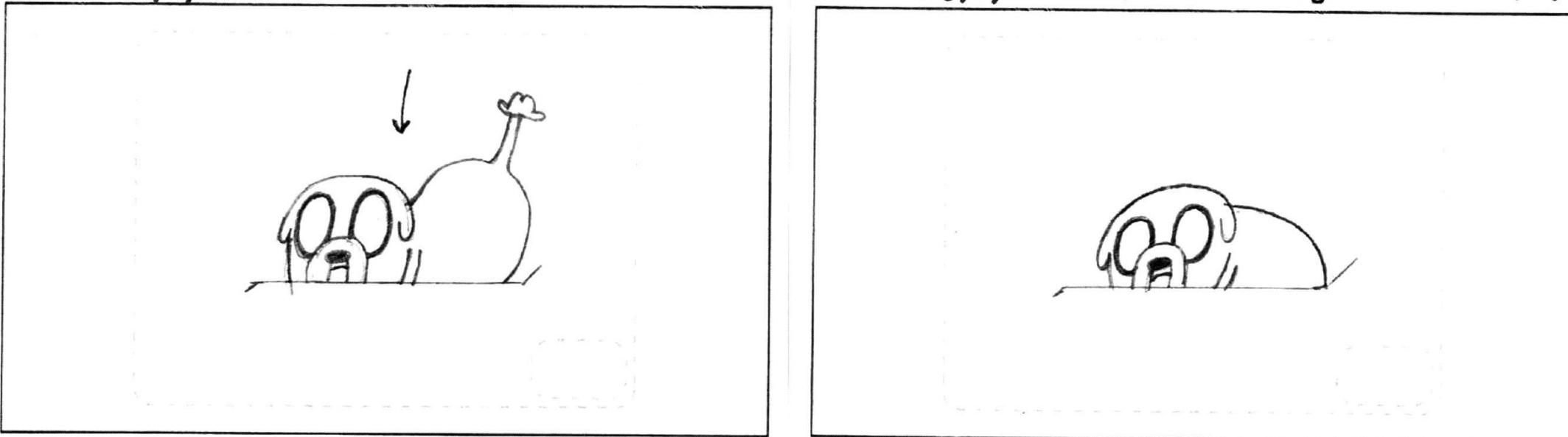
day night

Sc. 199 cont

Pnl. G

Bg.

day night



Dialog:

Action:

JAKE IS A BIT STUNNED.

Timing:

DEC 13 2013

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ADVENTURE TIME



Page 537

Sc. 199 *cont*

Pnl. H

Bg.

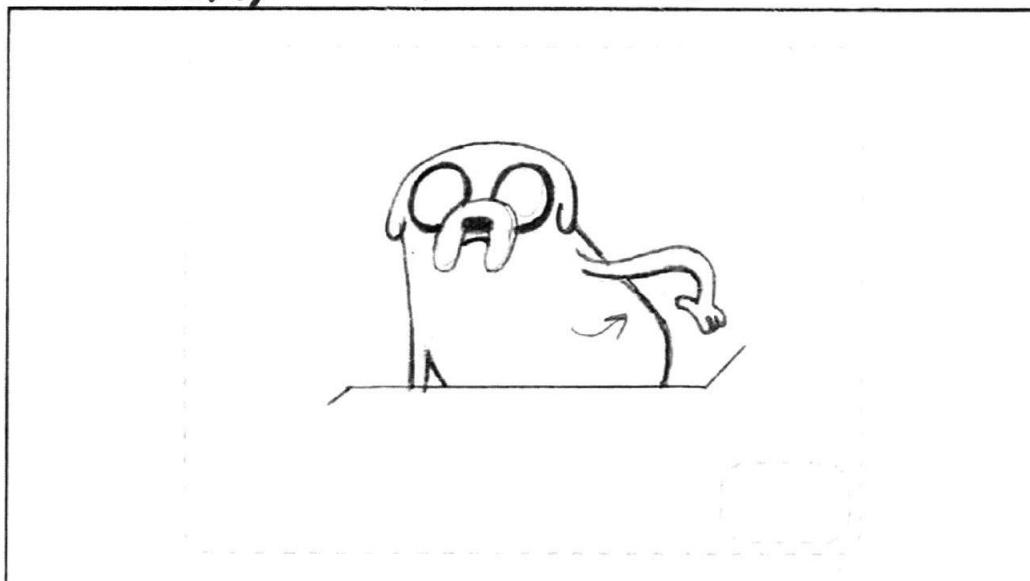
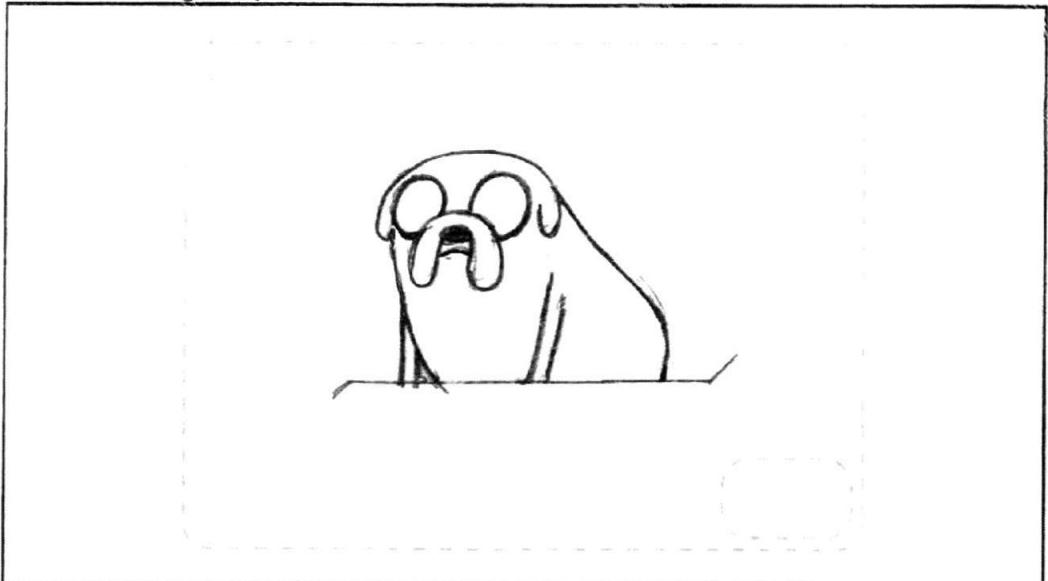
day night

Sc. 199 *cont*

Pnl. I

Bg.

day night



Dialog:

Action: JAKE SETTLES INTO A SITTING POSITION.

JAKE REACHES BEHIND HIM.

Timing:

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Production :

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ADVENTURE TIME



Page 538

Sc. 199 *CONT* Pnl. J

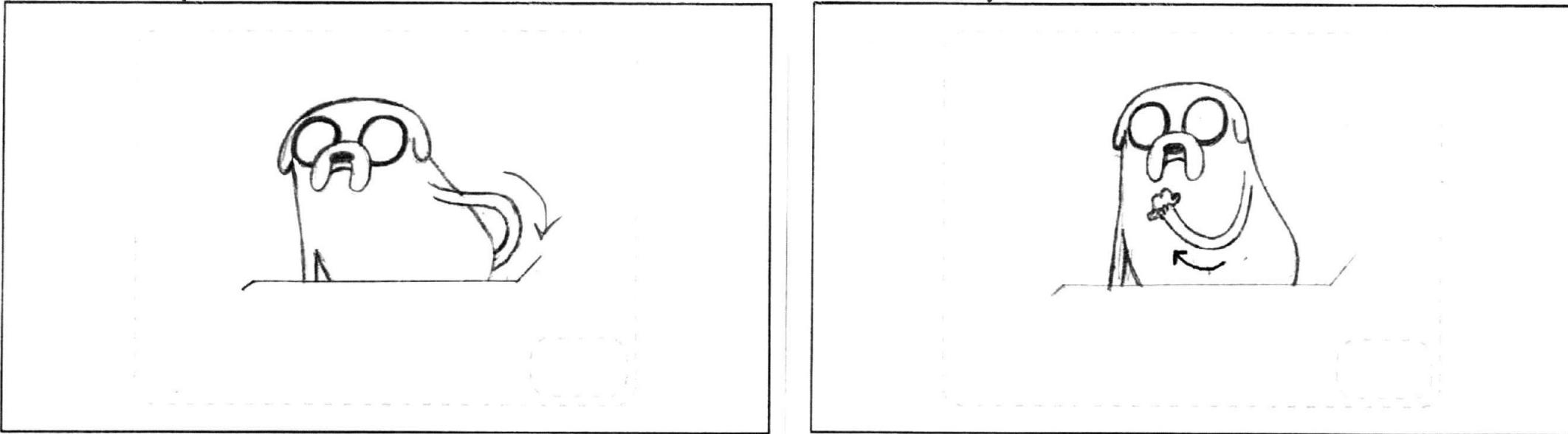
Bg.

day night

Sc. 199 *CONT* Pnl. K

Bg.

day night



Dialog:

Action: JAKE GRABS BEHIND HIM.

JAKE RECOVERS THE LITTLE HAT FROM HIS TAIL.

Timing:

DEC 13 2013

Production:

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ADVENTURE TIME



Page 539

Sc. 199 cont

Pnl. L

Bg.

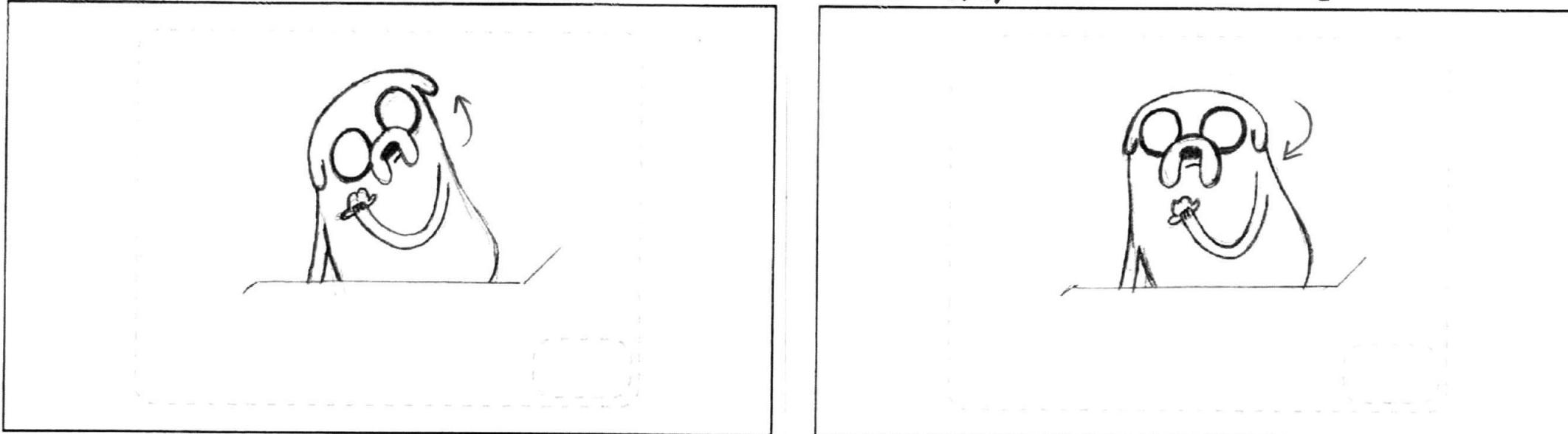
day night

Sc. 199 cont

Pnl. M

Bg.

day night



Dialog:

Action: JAKE LOOKS AT THE LITTLE HAT.

JAKE LOOKS INTO SPACE. HE DOESN'T KNOW WHAT TO MAKE OF THE LITTLE HAT.

Timing:

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ADVENTURE TIME



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Sc. 199 *cont* Pnl. N

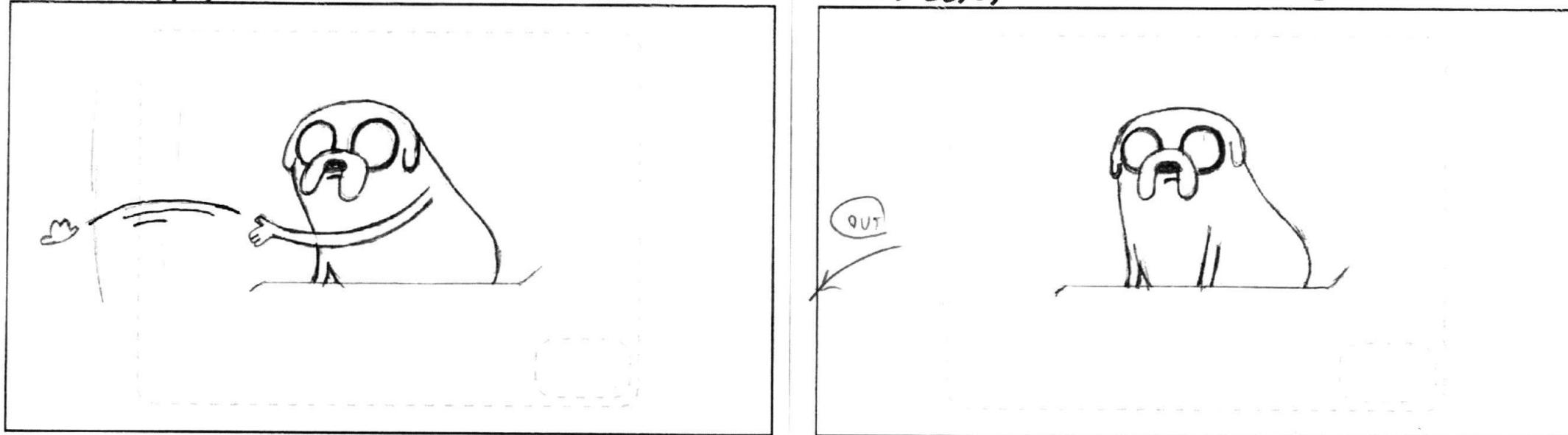
Bg.

day night

Sc. 199 *cont* Pnl. O

Bg.

day night



Dialog: SFX: LAME PENNY-WHISTLE SOUND
FOR THE HAT. WHEEP!

Action: JAKE UNCREMONIOUSLY TOSSES AWAY
THE LITTLE HAT.

RECOVER JAKE. NONCOMMITAL EXPRESSION.

Timing:

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ADVENTURE TIME



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Sc. 199 *CONT* Pnl. P

Bg.

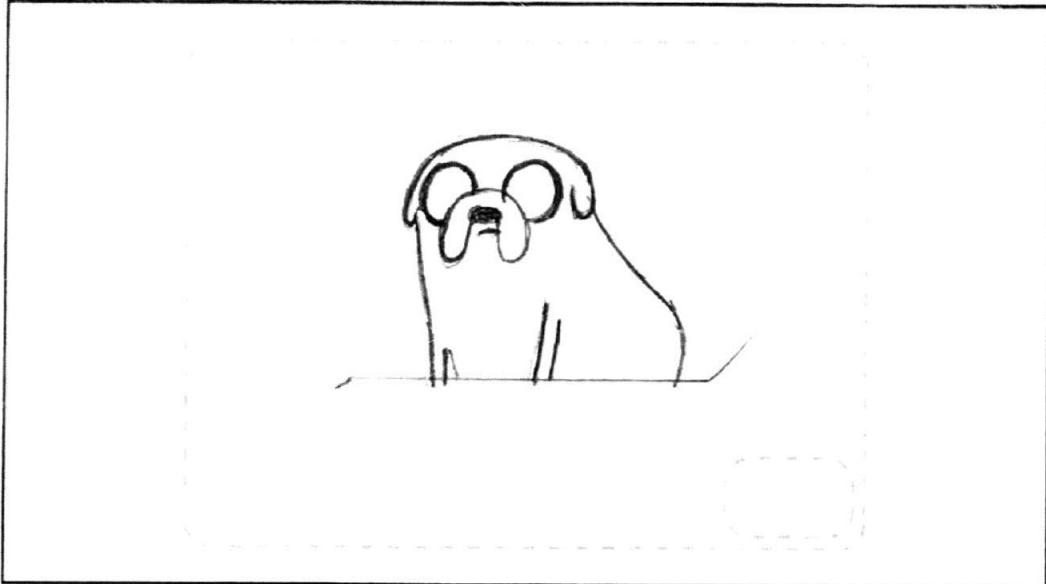
day night

Sc. 199 *CONT*

Pnl. Q

Bg.

day night



Dialog:

SFX: COMICAL DRUM (AS HAT HITS FLOOR.)
BA-BOOM!

Action:

JAKE LOOKS IN THE DIRECTION THAT
THE DRUM SOUND CAME FROM.

Timing:

DEC 13 2013

Production :

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ADVENTURE TIME



Page 542

Sc. 199 *cont* Pnl. R

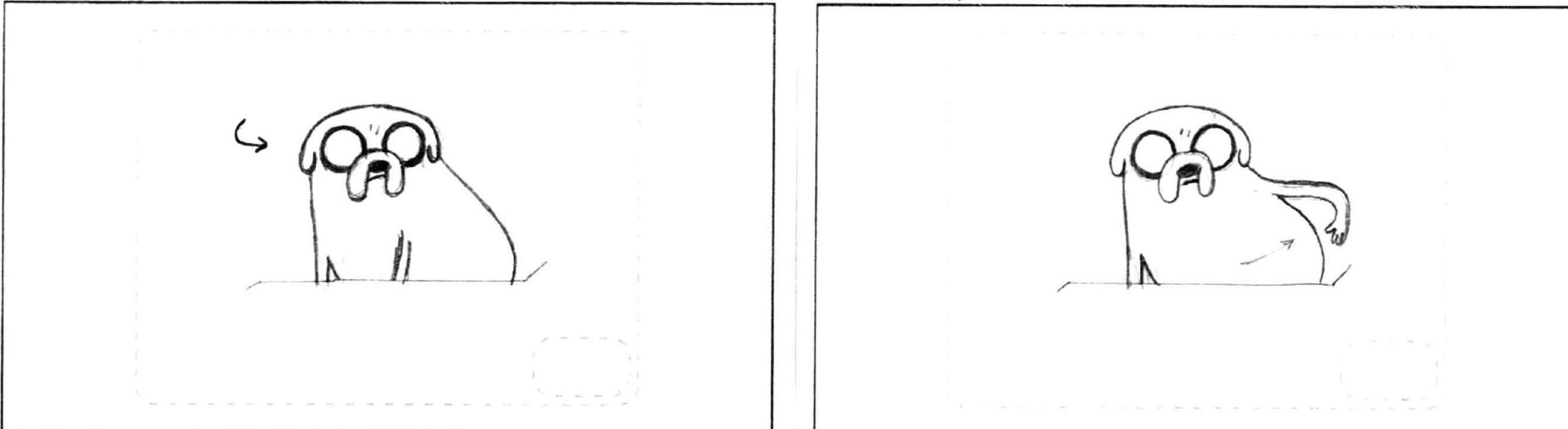
Bg.

day night

Sc. 199 *cont* Pnl. S

Bg.

day night



Dialog:

Action: JAKE TURNS →

JAKE REACHES BEHIND HIM.

Timing:

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ADVENTURE TIME



Page 543

Sc. 199 *cont*

Pnl. T

Bg.

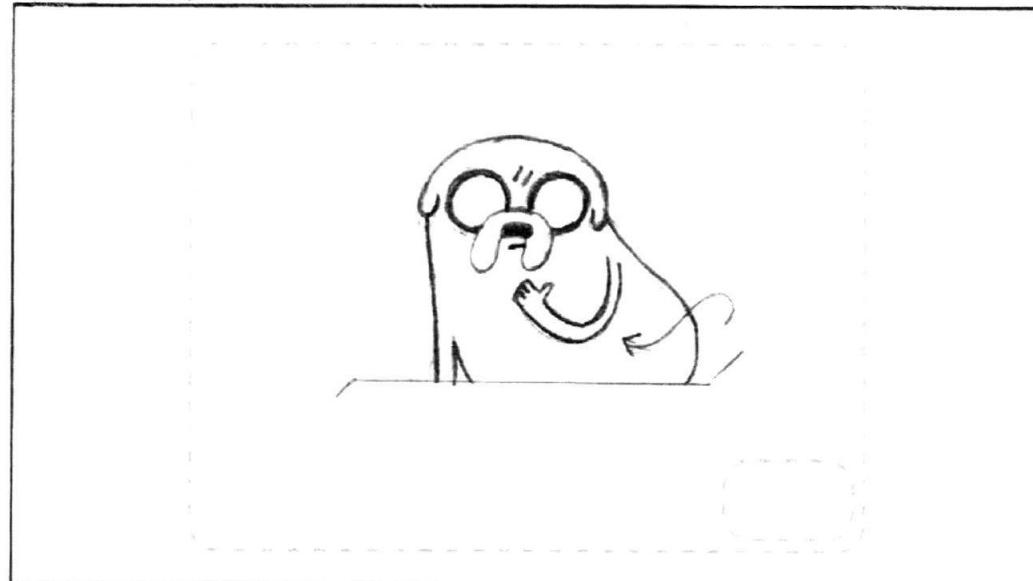
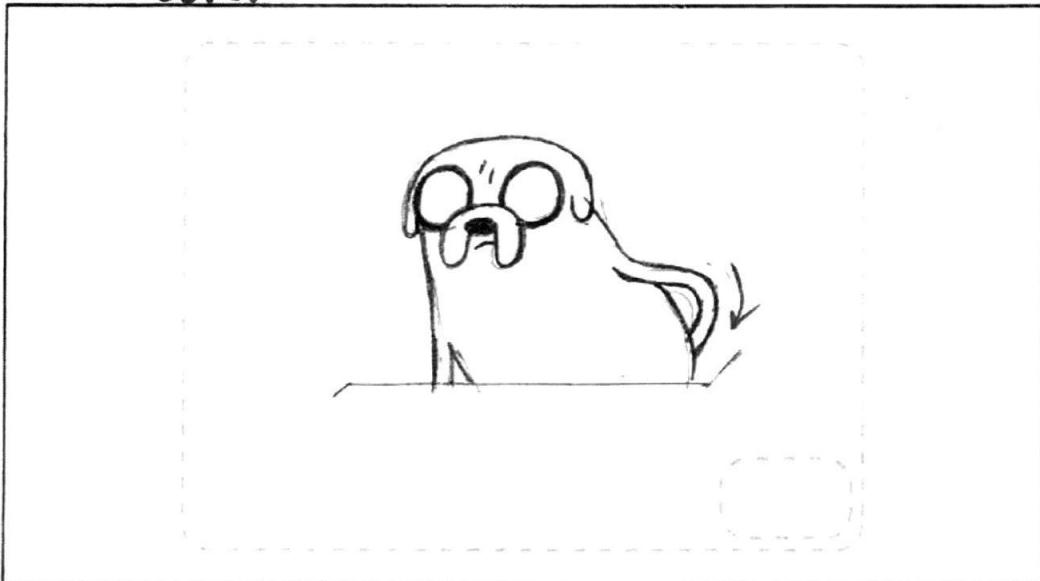
day night

Sc. 199 *cont*

Pnl. U

Bg.

day night



Dialog:

SFX: MAYBE A SUBTLE SQUEAKING SOUND.
SQUEE SQUEE SQUEE!

Action: JAKE RUBS HIS TAIL.

JAKE RECOVERS HIS HAND, WHICH NOW HAS
CLOWN-FACE MAKEUP ON IT.

Timing:

DEC 13 2013

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Production :

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ADVENTURE TIME



Page 544

Sc. 200

Pnl. A

Bg.

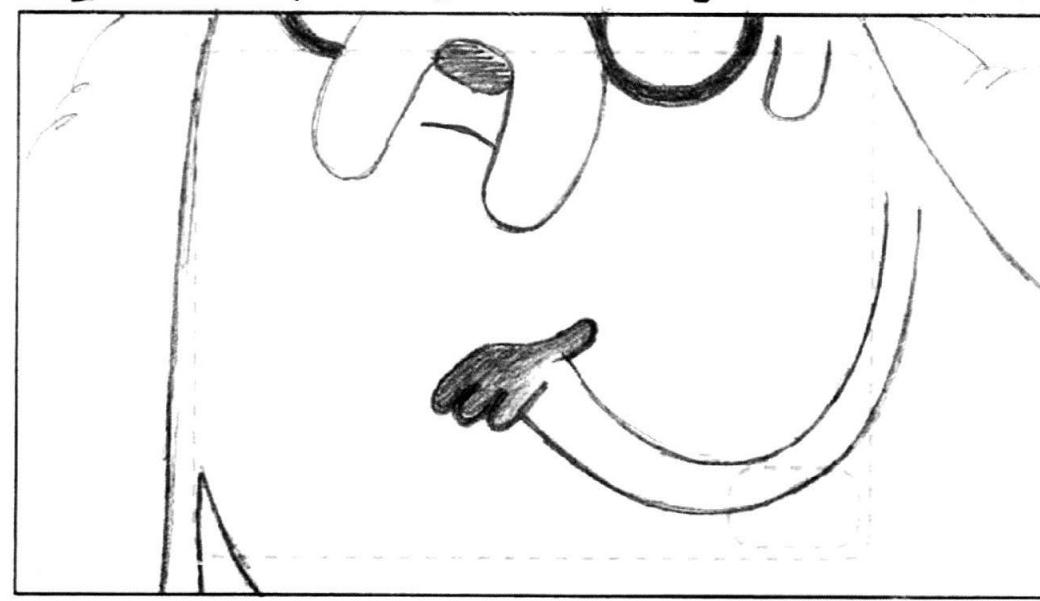
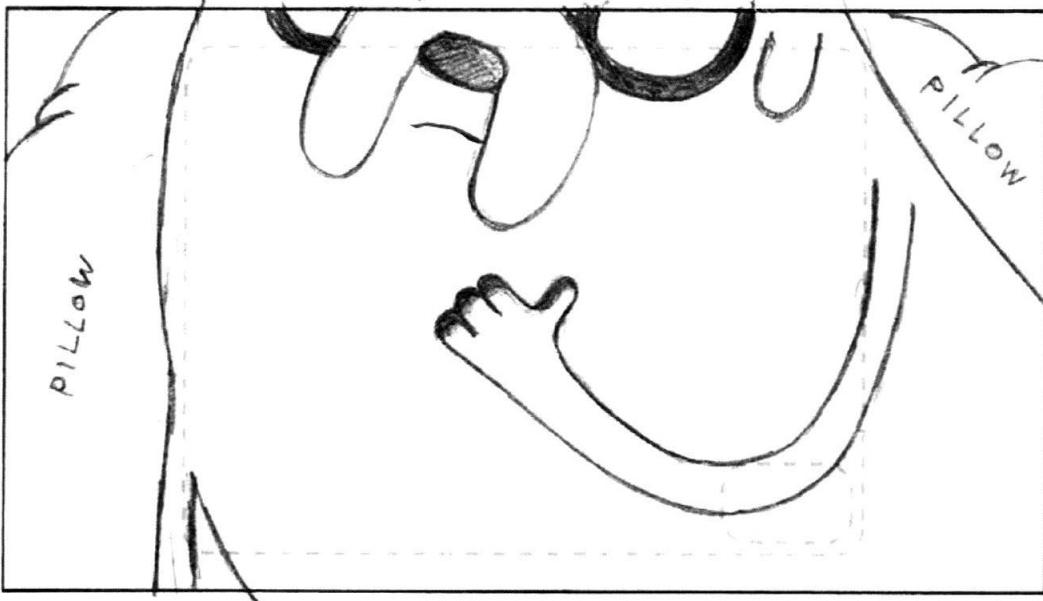
day night

Sc. 200 cont

Pnl. B

Bg.

day night



Dialog:

Action: CLOSE-UP OF JAKE LOOKING AT HIS HAND,
WHICH HAS CLOWN-FACE MAKEUP ON IT.

Timing:

DEC 13 2013

ADVENTURE TIME



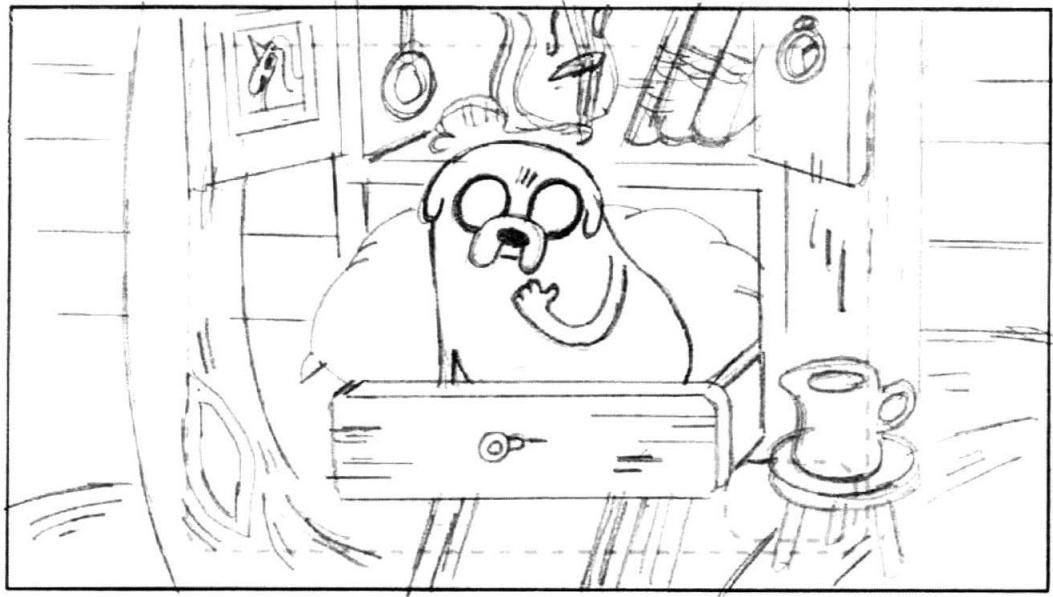
Page 545

Sc. 201

Pnl. A

Bg.

day night



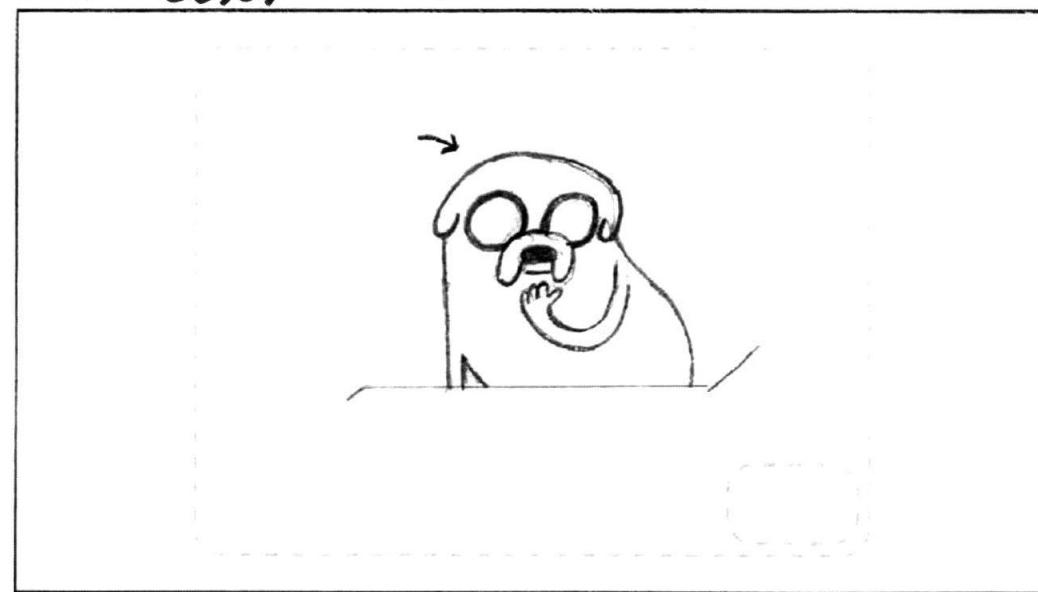
Sc. 201

cont

Pnl. B

Bg.

day night



Dialog:

Action: CUT BACK TO THE WIDE SHOT OF JAKE,
LOOKING AT THE CLOWN-FACE MAKEUP
ON HIS HAND.

JAKE MOVES HIS NOSE TO HIS HAND.

Timing:

DEC 13 2013

ADVENTURE TIME



Page 546

Sc. 201 *cont* Pnl. C

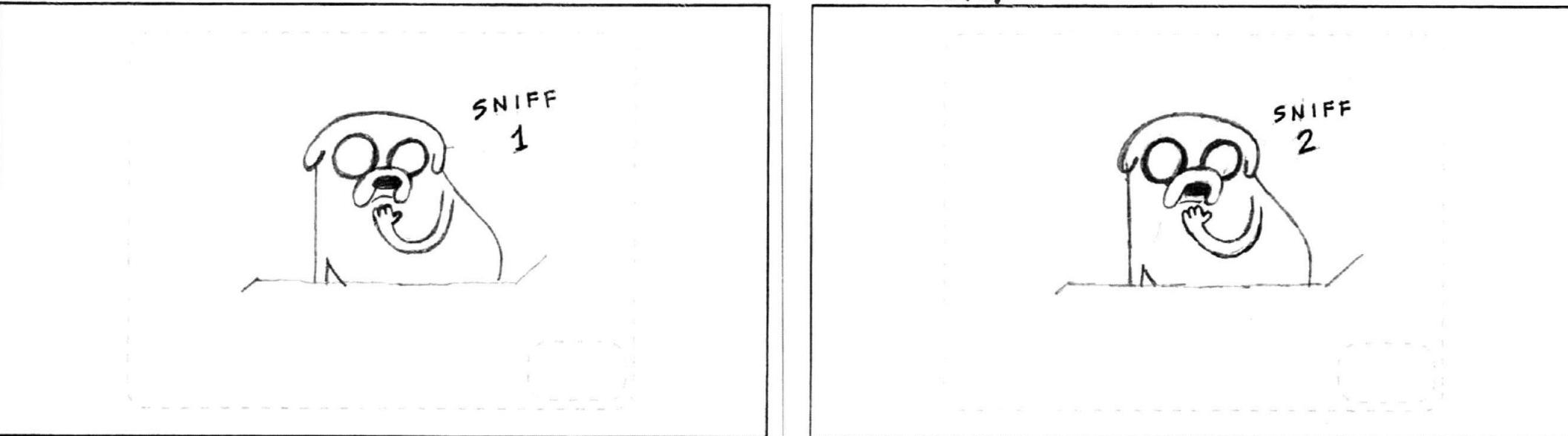
Bg.

day night

Sc. 201 *cont* Pnl. D

Bg.

day night



Dialog:

Action: JAKE SNIFFS HIS HAND. (CYCLE.)

Timing:

DEC 13 2013

Production :

1025/162

ADVENTURE TIME



Page 547

Sc. 201 cont

Pnl. E

Bg.

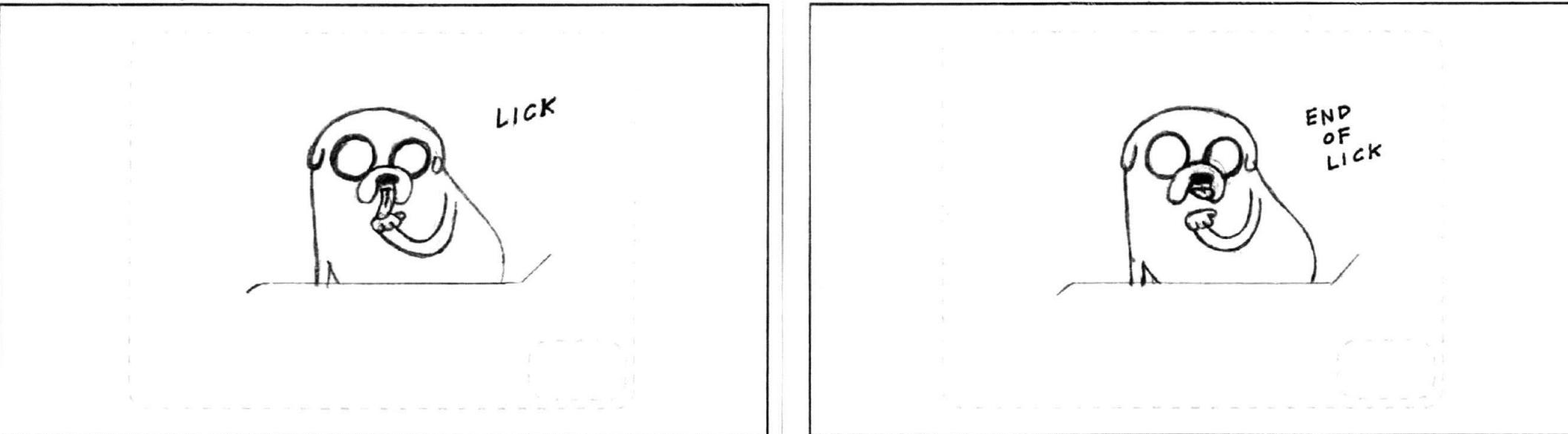
day night

Sc. 201 cont

Pnl. F

Bg.

day night



Dialog:

Action: JAKE LICKS HIS HAND.

Timing:

DEC 13 2013

Production :

1025/162

ADVENTURE TIME



Sc. 201 cont Pnl. G

Bg.

day night

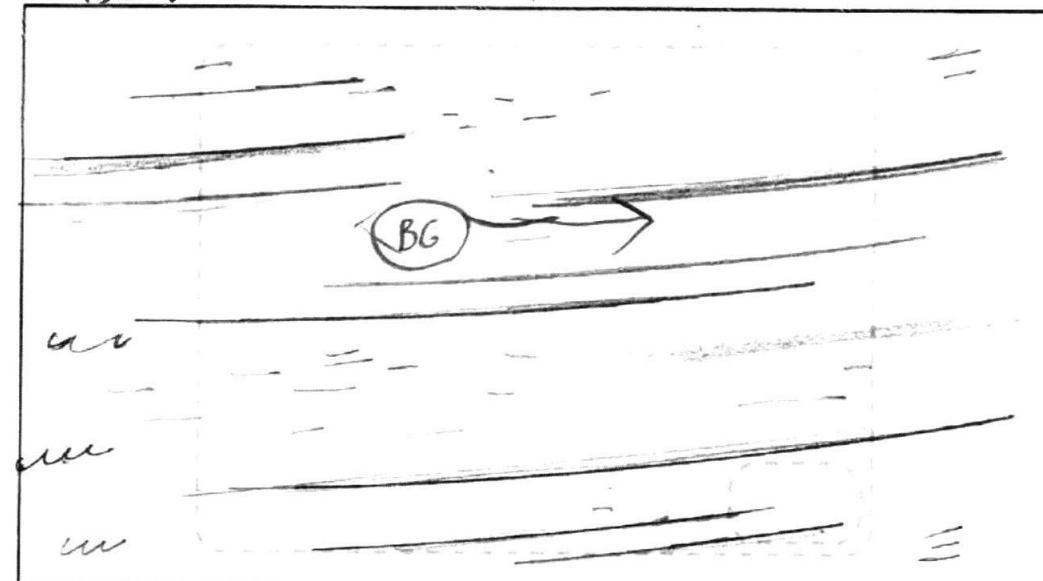
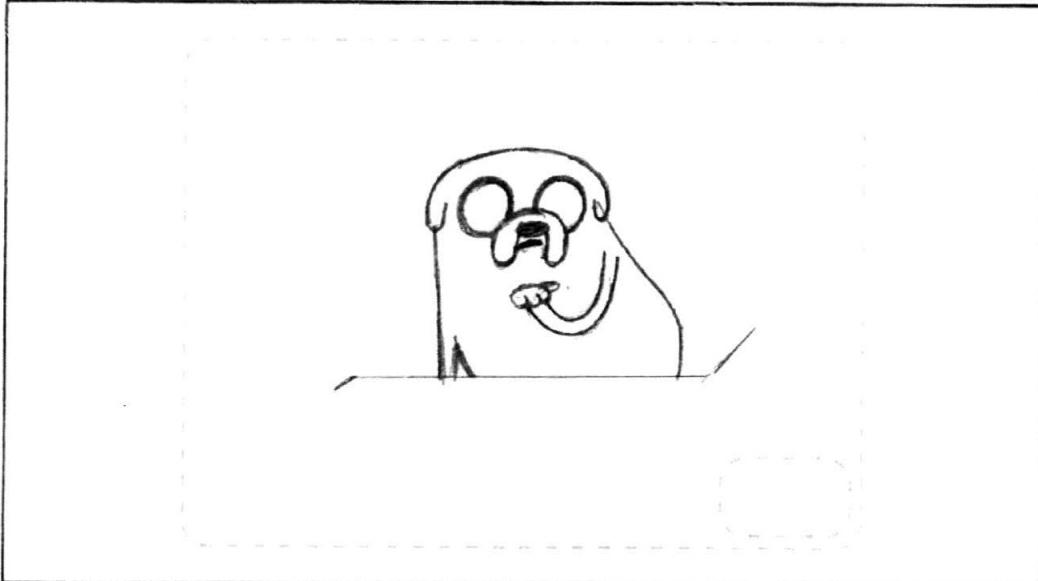
Page 548

Sc. 201 cont Pnl.

H

Bg.

day night



Dialog:

Action:

CAMERA = ZIP PAN OR QUICK PAN,
FROM JAKE'S BED TO FINN'S BED.

Timing:

DEC 13 2013

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Production :

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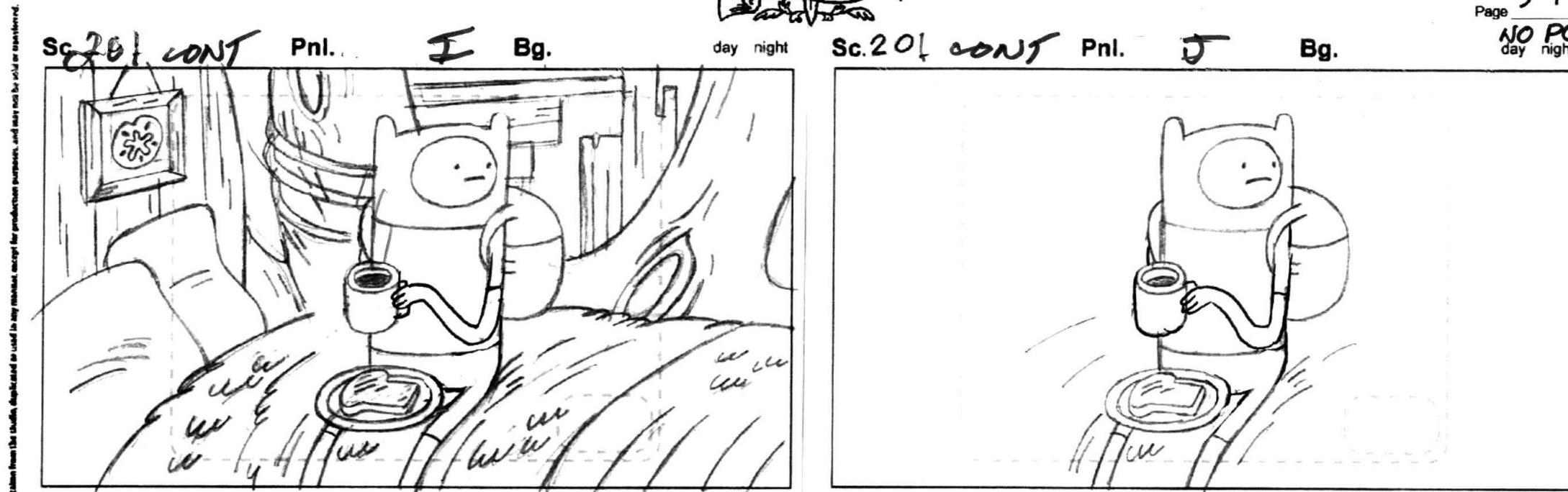
1025/162

ADVENTURE TIME



Page 549
NO PG 550
day night

1025/162



Dialog:	
<p>Action: - FINN LOOKING AT JAKE. (FINN HAS BEEN WATCHING JAKE'S GROSS-OUT STUFF.) - FINN IS HOLDING HIS BREAKFAST Timing: (COFFEE AND TOAST).</p> <p>FINN'S EXPRESSION CHANGES. (VERY SUBTLE)</p>	
DEC 13 2013	

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Production :

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ADVENTURE TIME



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Sc. 201 cont Pnl.

K

Bg.

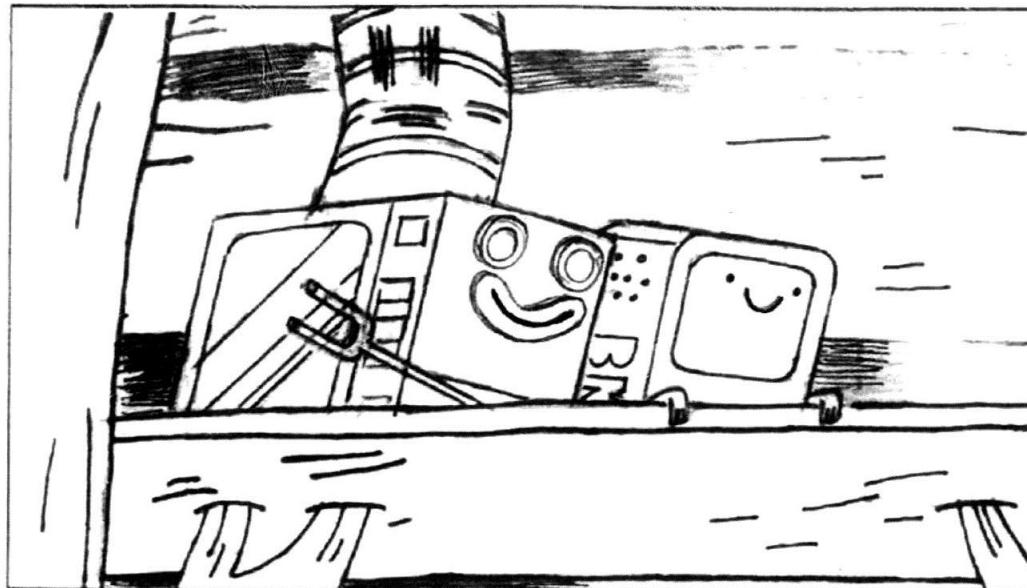
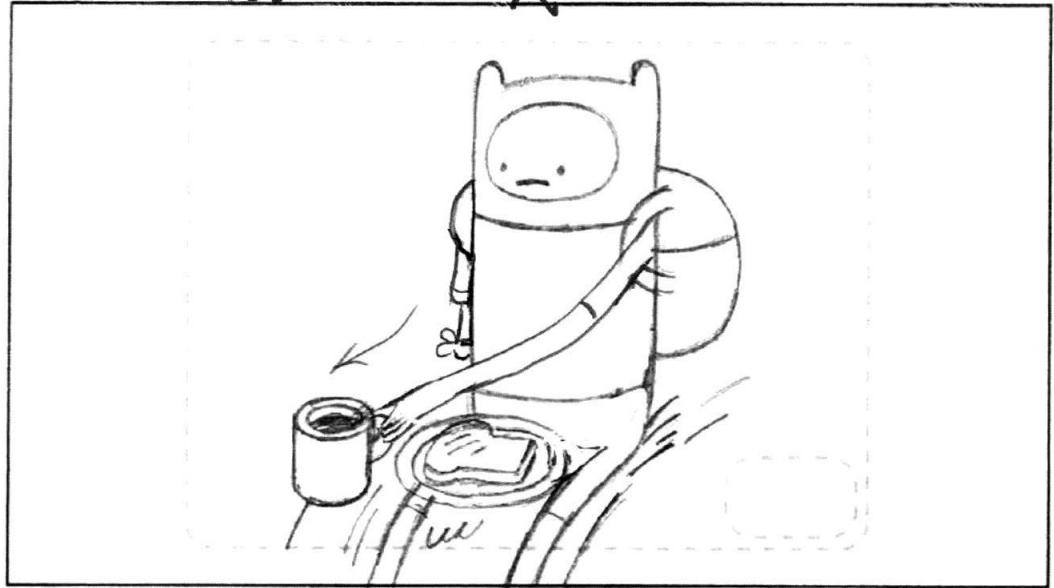
day night

Sc. 204

Pnl. A

Bg.

day night



Dialog:

Action: FINN PUTS DOWN HIS BREAKFAST.
(HE'S LOST HIS APPETITE.)

CLOSE ON NEPR AND BMO, WHO HAVE BEEN
WATCHING THE PREVIOUS SCENES WITH DELIGHT.

Timing:

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Production :

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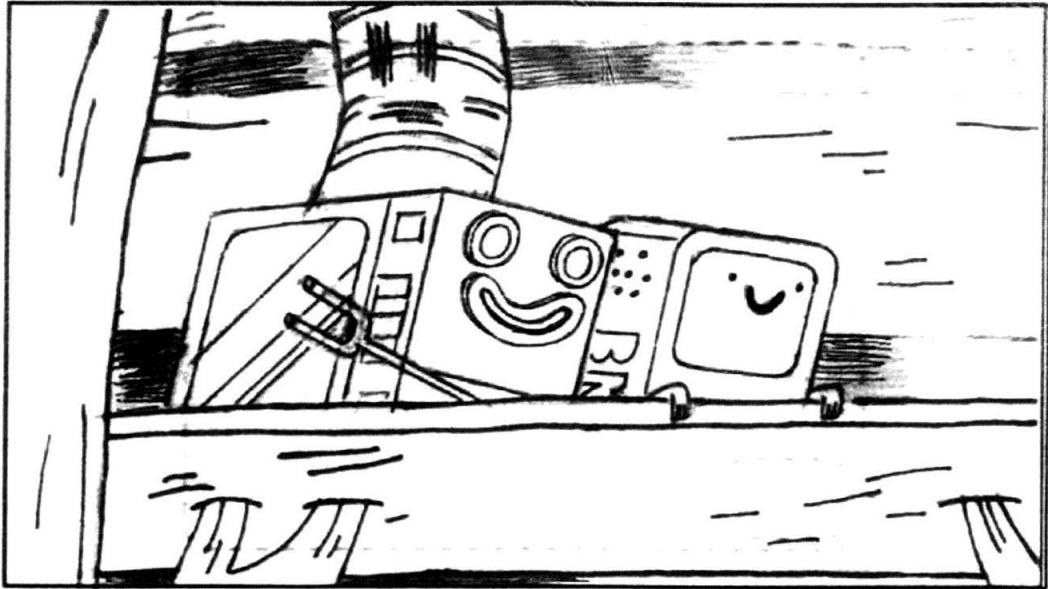
ADVENTURE TIME



Sc. 204 40NT Pnl. B

Bg.

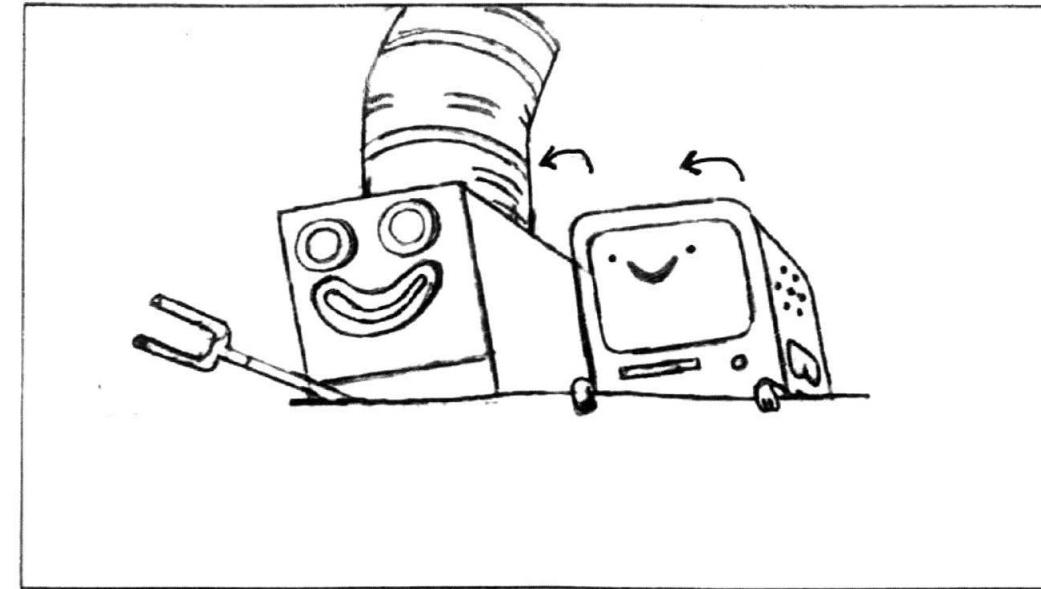
day night



Sc. 204 cont Pnl. C

Bg.

Page 552
NO PG. 553
day night



Dialog:

NEPTR: HEE HEE!

BMO: TEE HEE!

NEPTR: NEAT.

Action:

NEPTR AND BMO TURN TO SEE ... THE
LITTLE CLOWN-HAT !

Timing:

DEC 13 2013

EPISODE #

Production :

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ADVENTURE TIME



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Sc. 205 Pnl. A Bg. day night

Sc. 205 cont Pnl. B Bg. day night

Dialog:

Action: CAMERA = IRIS OUT ON THE HAT.

Timing:

Production : DEC 13 2013

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Sc. 205 cont Pnl. C

Bg.



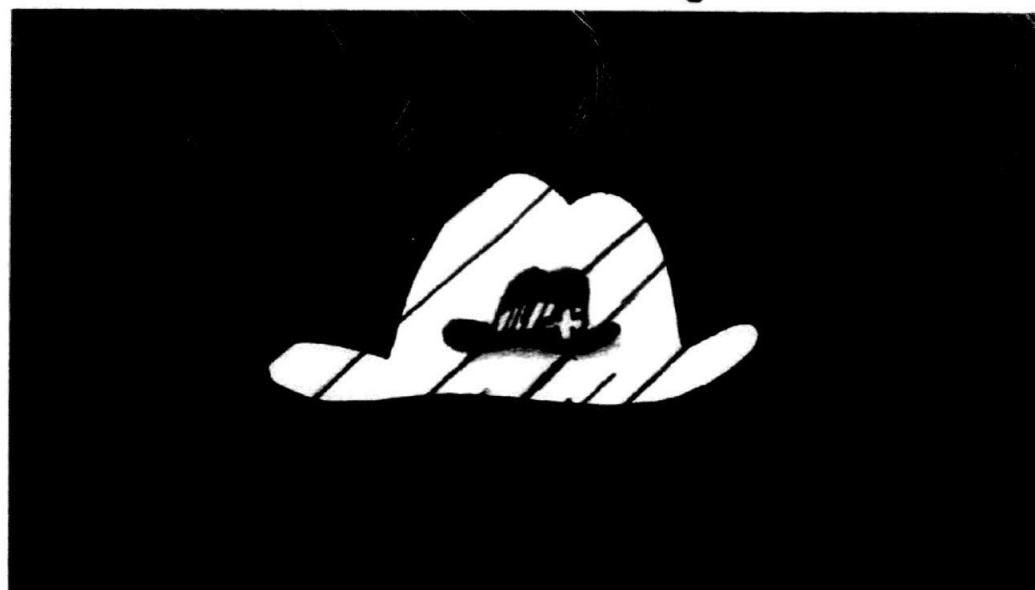
day night



Sc. 205 cont Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

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Sc. 205 cont Pnl. E

Bg.

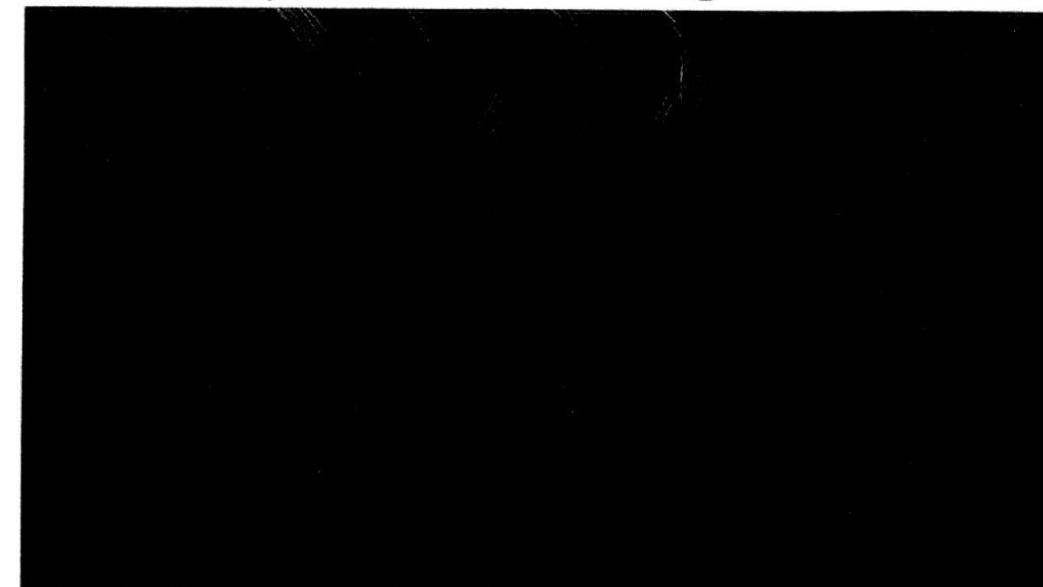


day night

Sc. 205 cont Pnl. F

Bg.

day night



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EOP

EPISODE #

Production :

1025/162

Dialog:

End.

END
OF
ACT 3

Action:

DEC. 12, 2012

Timing:

1025/162